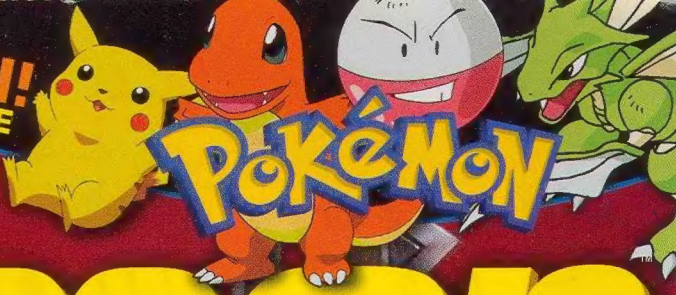
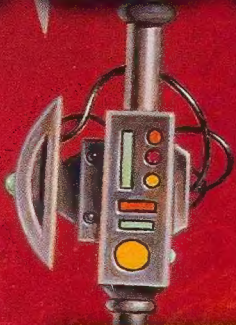


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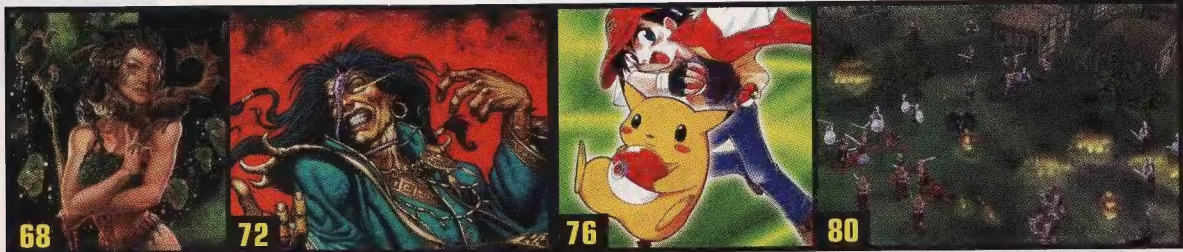
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LICENSED TO THRILL

AT LEAST BUY ME DINNER FIRST!



ODD COUPLE Gaming and licensing go well together—usually.

to companies like I.C.E. and Last Unicorn, you can do just that.

Licensed games are good for the gaming industry, too, continually bringing fresh blood into the hobby. “Star Wars,” “Star Trek” and even “Sailor Moon” can draw mainstream fans into the game stores—something original RPGs and CCGs have a tough time doing. The *Pokémon* CCG alone is hauling new kids into gaming by the truckload, including that most elusive of demographics in our industry—girls.

Property-based games do have their dark sides, though. In many cases, they're handicapped with badly-written or inappropriate rules. The *Babylon Project* RPG and *Hercules* and *Xena* CCGs have great concepts, but bad execution. Others, like the *Indiana Jones* and *Middle-earth* RPGs, are saddled with rules way too complex for their subject matter and intended audience. Happily, there are success stories. The biggest licensing successes—the *Star Wars* and *Call of Cthulhu* RPGs among them—show what happens when a strong property is married with a great game system that suits it.

Another downer: these kinds of games largely thrive at the expense of original games. Companies have only so much dough to spread around on new lines, and many companies will go for the sure thing of a proven licensed property rather than risk it all on some designer's hot concept. You can't really blame the logic; everyone's familiar with, say, *Tomb Raider*, so a company doing the RPG version doesn't have to sell the concept to dubious distributors and customers; it's already got a high recognition factor and enthusiastic fan base. But what if Wizards of the Coast—a diminutive RPG company in 1992—had spent its annual budget on the *Jurassic Park* RPG instead of... Well, you get the point.

Fortunately, companies like Alderac, Pinnacle, Five Rings Publishing and Atlas are out there pushing the envelope, showing that there's still room for original RPGs and CCGs—provided they come with fantastic ideas and solid product support. Which gives us the best of both worlds: cool, original games like the debuting *Seventh Sea* swashbuckling RPG and also—maybe someday—the next *Star Wars* RPG.

So okay, we've got this huge “Star Wars” juggernaut bearing down on us, rampaging through America like King Kong or Godzilla on the loose. I'm totally hyped like everyone else, but there's this little nagging voice at the back of my mind whispering that life could be just a teensy bit sweeter if, say, there were a *Phantom Menace* RPG on the way. But alas, it is not to be. West End Games is out to lunch, and probable successor Decipher is still sticking toes in the water to see if it really wants to get into the RPG business, so there's no roleplaying game in sight. No pod racing through the canyons of Tatooine or blasting through the upper atmosphere of Naboo to battle the dastardly Trade Federation. Aw....

Licensed games definitely deliver the thrills. They give you a chance to live the adventures of your favorite films and books. What gamer hasn't wanted to battle ringwraiths in Mordor or beam aboard a rogue *Bird of Prey* with phasers set to kill? Thanks

masthead

EDITORIAL

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Paul Sudlow
Associate Editor

Inquisition

MORONS... SCAMMERS... & CARDFLOPPIN' BABES...

Don't hate me 'cause I'm not Rick Swan. Rick got bitten by a tse-tse fly or something (see "Rick Calls it Quits" in last month's "Inquisition") and now I'm the new host of these hallowed pages. I'm InQuest Gamer managing editor Tom Slizewski (pronounced "Jones") and in order to get you to like me, I'm going to pander to your every wish. Want my Alpha Black Lotus? It's yours. Hungry? I'll mail you donuts. Wanna talk to Cow Nose? Call and I'll meow into the phone. In fact, to show you how far I'll go to win your hearts and minds, I've put together something you've all always wanted but were afraid to ask for, an all-chick edition of "Inquisition." Yeah baby!

MAGIC QUEEN

In *InQuest* #42, you printed a letter from Jared Reece stating that no good-looking girls play CCGs. I have on thing to say to Reece: "Kiss my ass!" I am a varsity cheerleader who is homecoming queen for my school. I was in the Miss Teen California competition and made it to first runner up. I also play *Magic* and *AD&D*. I can kick your ugly ass at any CCG. *Magic* is not fashion, but a game for cool people. With ♥ and regards.

*Maria Lonoe
Los Angeles, Calif.*

Maria probably would have won Miss Teen California if she hadn't chosen to recite "There was a man from Nan-tucket" during the poetry competition.

HANDYMAN

I was intrigued to read about people meeting and marrying through *Magic*. Here's my story:

I was attending a community college, and there was this quiet, shy boy who sat near the back. I picked on his choice of flannels and ball caps almost daily. Then when another classmate and I were discussing *Magic*, this boy turned to me and challenged me to a duel. I accepted and got my ass handed to me. Now, he's mine. We married in October after exactly one year of being together.

*Jen Spertling
Binghamton, N.Y.*

The problem is that most girls get offended when you grab their butt during a Magic duel. Your husband is one lucky cardflopper.

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IGPenPals@aol.com or mail it to us at: **I.Q. Pen Pals**, c/o *InQuest Gamer*, 151 Wells Ave., Congers, NY 10920.

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WORDS FROM A W.E.N.C.H.

This is in response to your request for anecdotes about couples getting together through *Magic*: A close friend of mine from high school taught me how to play around the time *Revised* was published. When he went away to college, I called up an old friend and taught "him" how to play *Magic*. It was only fair, he got me interested in *D&D* years before when we were in middle school. We taught other people—had to spread the addiction, right?—but we often found it enjoyable just to play one on one (no crude jokes, please).

We spent a lot of time together, and about seven months later, he asked me out. Anyway, we've been together for 3+ years now and are getting married in May. *Magic* and true love... Life is good.

*Carol L.
Co-founder of Team W.E.N.C.H.*

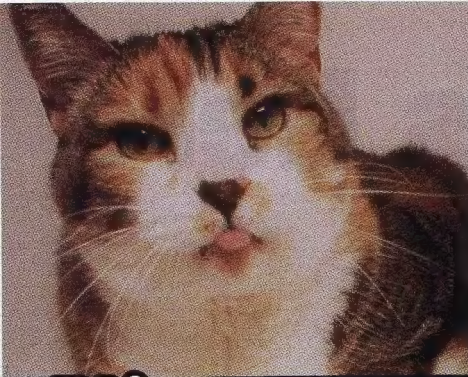
Must ... resist ... Spitting Slug ... Forbidden Crypt... remark.

WHEN GOOD CARDS GO BAD

I use the price guide for keeping my cards up to date. Last month I got to one of my cards and noticed the price went down. It was Mogg Maniac and I don't get it. The card should be worth more than \$1.25. It's my favorite card because it helps me win. I've won lots of games when I was at five life or less because of this card's ability to deal damage when it's dealt damage. Why is it only worth \$1.25?

*Julie Hines
Clifton, Ill.*

Our own price guide grandpoobah



Kitty Letter

the **LETTER of the MONTH** as chosen by **COW NOSE**, the 50-pound cat

I've been reading *InQuest* since issue #13 and I have a few things I gotta say.

1. I'm sick of opening *InQuest* and reading letters complaining about some tiny spelling or grammar error. No one cares!

2. My second pet peeve is people writing to *InQuest* that your style is offensive. Why the hell do they read it and respond to it then?

3. For those who think that *Magic* is satanic: We are not summoning demons and sacrificing angels; all we are doing is turning pieces of paper sideways.

4. What adverse affects do you think *The Duelist's* "Oracle" will have on *InQuest*?

5. What would I have to do to get you to go weekly?

Bert Phillips
Asheville, N. C.

1. Need a job? Sounds like you have what it takes to be a copy editor.
2. Tell 'em Bert, you buttmunch.
3. Note the phrase "turning pieces of paper sideways" is TM and © Richard Garfield/WotC.
4. Fewer letters from the spelling police as they now have another magazine to write to.
5. Sign up for 48,250 subscriptions and pay for 'em up front.

"Larzo" Pearson says: "Why? Because of the most basic law of economics: supply and demand. Uncommons from recent Magic sets are in big supply with millions in print. Demand for any single uncommon is not that high. Besides, most players would rather spend \$3 for a booster pack and get 15 cards, including three uncommons, than pony up a buck an quarter for a single card."

LOW-CUT BLOUSE

This letter is in response to Kathy Erickson, the girl that suggested women put on makeup and perfume before a tournament. It sounds like reasonable strategy, but after having my low-cut blouse deck fail time and time again I realized most men go to tournament to play the game. I just came back from the *Urza's Legacy* pre-release and the fact that I knew the rules, knew the cards and got both a Time Spiral and Gaea's Cradle in my starter deck was a bigger distraction than my beautiful face and voluptuous breasts. Most of these guys would rather get a Black Lotus than a shot with a knockout like me.

Cara Mapes
Port Jervis, NY

Cara's right, nothing detracts me from Magi... ummm, this envelope smells really nice. And there's a pretty flower drawn on it. Flowers, pretty. I especially like yellow ones with...

SMART GIRL

"Dungeon Master from Hell" in *IQ* #44 was hilarious. You guys come up with the funniest stuff!! Hee hee. I musta read it 3,000,000,000 bazillion times! My fave is Tom Slizewski. He's soooo funny. I am looking forward to more comics like that.

Ling Tany
Alfred, N.Y.

Fan tally, not counting moms: Tom: 1 Rick: 99,842. Yikes! This is going to be harder than I think. Thanks, Ling.

RETURN OF THE INKSTER

Fire Swan and I assure you it will be the downfall of the free world as we know it. Anarchy will erupt in the streets, and fire

will rain from the sky! Hanson will become mandatory listening! It's the apocalypse, people!

Rebecca Inkster
Franklinville, N.J.

Chill Becky, take a deep breath, release. Now, repeat to yourself: "I'm OK, I have a life, mmm-bop, bop, bop, mmm-bop..."

RANDOM SPELLFIRE BASHING

Probably not all *Spellfire* fans are idiots. There's always a minute chance they're under the influence of alcohol.

Teresa Burton
Indian Orchard, Mass.

Ouch! That was really uncalled for.

FRENCH GIRL

I'll try to be civil about this, but it is getting more difficult by the moment. Is there any chance that since *Spellfire* has lasted so long and with many players who still staunchly defend the game, that there might be more merit to it than you or the other "brains" at *InQuest* care to admit? I know people who find chess incredibly boring, same for bridge or *Monopoly*, but I would be hesitant to universally slam those games because of their incredible staying power and popularity. Why not support all the games that have a significant number of players. If you did that, then maybe more CCGers would buy your mag and you wouldn't have to spend so much time on RPG and board games in order to remain in business.

Rick Teverbaugh
via E-mail

For those who don't know, "Rick" is French for "Tammy." Tammy seems to be unaware of a few things. First, there are no "brains" at InQuest. Second, chess and Monopoly will never last. Sure, their first editions sold okay, but if they're supposedly doing so well where are the expansions?

MORONS

In our town there is an ongoing war between cardflopers and dicechuckers. You see, the conflict is that us cardflop-

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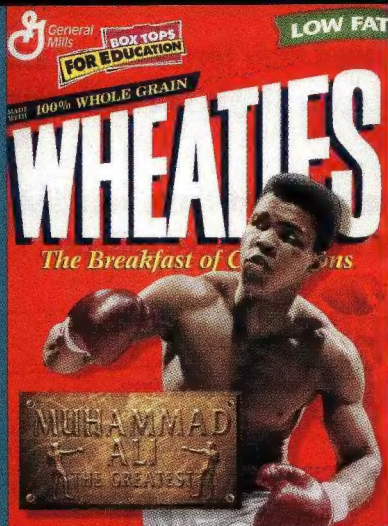
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In Search of...

BREAKFAST



InQuest Gamer seeks **REAL ANSWERS TO STUPID QUESTIONS**

To: General Mills Cereal Co.

Sirs:
Magic: The Gathering is a world popular sport with hundreds of thousands of dollars given away annually at tournaments. Is there any chance we'll ever see a *Magic* champion on a Wheaties box?

Yours truly,
E. T. Dudley

The Wheaties marketing group takes the lead in the selection of individuals to appear on our cereal packages. However, there are some similarities in the people who have appeared on Wheaties packages. They are all championship athletes, fit a wholesome type image, have a wide breadth of appeal—and eat Wheaties regularly.

Selecting a Wheaties champion has never been an easy task, especially in a country graced with so many outstanding athletes. Although we wish we could honor them all, it is not possible.

We appreciate your interest and hope you will continue to enjoy our Breakfast of Champions.

Sincerely,
Vanessa Paulsen

EVEN MORE LETTERS...

pers think that *AD&D* sucks, and they think that *Magic* sucks. What a bunch of morons!

Anyway, every Friday night, while dicechuckers sit around a table eating junk food and pretending to be important, we bust down their door, run in with blazing torches and herd them down to the sacrificial pit. Once there, we sacrifice them to the All Mighty Atog in the Sky.

Levi Crawford and Blake Elford
Port Charlotte, Fla.

I'm not certain if Levi and Blake are, strictly speaking, chicks. But they seem to spend a whole lot of time together, even writing letters as a couple. I see marriage in their future.

I BE THE JUDGE

I've been trying to find out how to become a DCI sanctioned Judge for *Magic*. The nearest place that holds tourneys for me is Honolulu, and some of us struggling card-floppers would rather buy cards than a plane ticket. I figure having a sanctioned judge on Maui would help expand the tournament scene in Hawaii, and what better way to learn and really know the rules than to become a judge? Thanks for whatever info you can provide.

Jason "Phormat" David
Lahaina, Hawaii

Again, I can't be certain if, anatomically speaking, Jason is a chick. So to keep with the theme, I'll get the answer from a girl at Wizards of the Coast:

Me: "Hello this is Tom Jones from InQuest, can you explain to our readers what it takes to become a DCI sanctioned Magic judge?"

Tara McDermott, DCI judge certification coordinator: "The primary way is to contact us, and we'll help you get in touch with a level III certified judge. Then there's an application process with the level III judge that includes a written exam, judging two events and having your abilities evaluated. However, if there are no level III judges in your area, you can become a level I judge just by passing the exam and judging 10 sanctioned tournaments. Note that a tournament does not need a certified judge in order to

be sanctioned. So if you live in a remote area, you can take the exam, fill out the sanctioning paperwork and judge 10 tournaments to become a level I judge. Interested people can contact me directly at DCIjudge@wizards.com for complete details."

Me: "So you're an actual girl?"

Tara: "Umm... yes."

Me: "And you actually play Magic?"

Tara: "I've been playing since Revised. I love sealed format the most."

Me: "What's your favorite Magic card?"

Tara: "Master Decoy."

Me: "Do you like Crypt Cobras?" (click...)

SECRET OF THE BUTT WOLF

While studying the *Unglued* cards, I noticed something out of the ordinary. At the bottom of the cards, it says what number it is out of 94 and has a word written after it. For example, the card Volrath's Motion Sensor says "39/94 Clockwork." When all 94 words are put together in order, does it say something? If so, what?

Daniel Rischar
Chardon, Ohio

OK, it's painfully obvious, that after only 11 letters, we're already fresh out of chicks. I won't insult your intelligence by claiming Daniel's a girl. Unglued does indeed contain a hidden message if you read the cards in order from one to 94. The message is a list of Unglued card names that didn't make it into the set—like Chicken Choker, Butt Wolf and Squee's Play.

A LOT = ONE

I was just thinking about all the controversy between guy and girl gamers. If you really think about it, there really are a lot of girl gamers. I know one in particular. She is hot and plays some CCGs. She plays *Star Wars* and *Babylon 5*. I just wish I could get her, but she has a boyfriend. Worse yet, the lucky bastard does not play anything.

Tom Sienkowski
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I bet he plays Chicken Choker when no one's looking. As for getting the girl, have you tried a leg snare?

WHAT TO PLAY?

My friend Ben and I need a new game to play. We are currently playing the *Star Wars RPG* and Palladium's *Rifts RPG*. We've tried *Magic*, but aren't loaded, so we could only pick up a starter deck or two. We tried the *Star Wars CCG* and found it boring. Are there any good games out there that aren't too expensive, easy to learn, fun and not hard to find?

Jarred Trouve
West Warwick, R.I.

Jacks fit your profile. You haven't really gamed until you've made back-to-back tensies. But if you want something a bit more cerebral—that means "brainy"—try Steve Jackson's GURPS. Once you learn the rules, you can play in most any setting. The basic

book is all you gotta buy and a source-book or two for whatever world in which you want to play. Tired of your current setting? Just buy another supplement and bibbity-boppity-boo, you already know the rules.

SCAMMER

In the "Pig Head" letter from Tarah Towey ("Inquisition," IQ #45), Sarah accused guys of being prejudiced & biased against female gamers, but it isn't so. I myself have never met a female gamer, but I think it would be interesting. Do you think I could have Sarah's address? She said she was, *ahem*, not bad looking. I'm pretty good looking, so I'd like to get in contact with her.

Trevor Marlin
White House, Tenn.

P.S. Please!

Nice try Trevor. I think you'll go far with girls since you live in White House

and already know how to beg. I can't hook you up with Sarah, however, since you didn't send a photograph. Rule of "Inquisition" #72: No match-making without photos. And don't try the Swan trick and send one of the pictures that came with your wallet. I can tell.

CARDFLOPPIN' BABES NEED DATES

We're students at an all-girl cosmetology school. When not in class all we do is play *Magic* and other CCGs. We've developed dozens of killer decks you guys have never even thought of. Also, we always ante up even if our opponent chooses not to because it's good practice and gives us something to play for. Our hobbies include cooking, housework and collecting comics. We'd really like to meet some of the nice guys who write to "Inquisition."

Gwendy Stacey
Galileo Cosmetology Academy
Rouge, La.

I may have completely made up the last letter.

So, how'd I do my first time out? Wanna see me coated with Arby's Horsey Sauce and thrown to starving wombats? Think I should get paid an extra dozen donuts a week 'cause an almost all-chick "Inquisition" was such a great idea? Write or e-mail. And don't hold back, use curse words if you have to, draw obscene pictures to express your feelings if you don't write so good. But remember, I love you—every geeky one of ya. See you next month if I still have a job here.

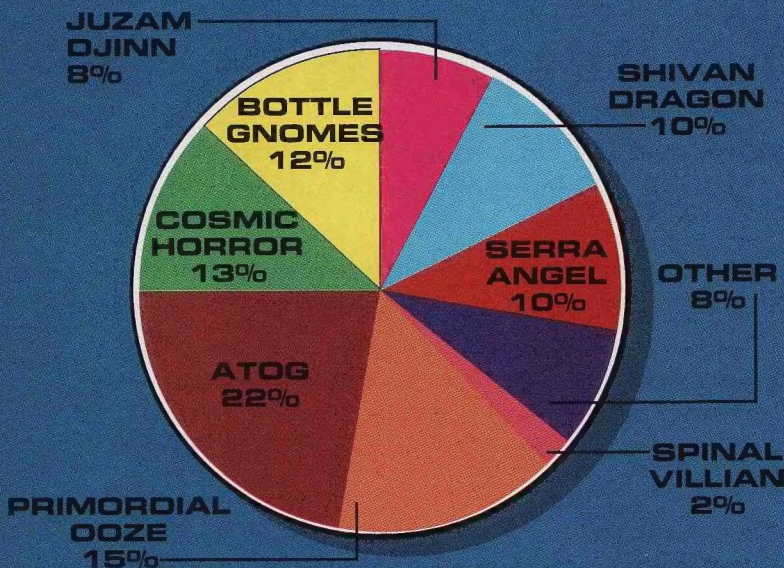
Tom Slizeswki

—Tom Slizeswki

Tom Slizeswki has kleptomania. But he's been taking something for it.

Poll Position ONLINE QUESTION OF THE MONTH

IF YOU COULD TAKE ONE MAGIC CREATURE TO "SHOW AND TELL" AT SCHOOL, WHAT WOULD YOU TAKE?



While the atogs were the hands—or is it paws? claws?—down winner among the provided choices, almost half of you out there in Magicland had more destructive and disruptive plans for your time in front of the class. The Cosmic Horror and Shivan Dragon were popular among those who wanted to feed the teacher to their pets, while the Serra Angel was chosen by students who wanted to get lucky. Our favorite: the voter who decided to take "the little bunny on Illusions Of Grandeur."

Send yer letters to:
InQuestMag@aol.com or
INQUISITION
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

What's happening
in the world of gaming...

news

Lights... Camera... Dragon!

"DUNGEONS & DRAGONS" MOVIE ANNOUNCED

Coming soon: digital dragons and live-action dungeon crawls with absolutely no dice needed. After nearly two decades of promises, the much-delayed "Dungeons & Dragons" movie has entered the final stages of pre-production.

The \$28 million dollar film, a joint partnership between Sweetpea Entertainment and Silver Pictures, is scheduled to begin shooting on location in Prague this spring or early summer. Courtney Solomon, 28, Sweetpea Entertainment's president will direct the film. Well-known Hollywood mogul Joel Silver, best known for the "Lethal Weapon" films, will serve as executive producer. There are three main heroes in the film, all of which are to be played by non-big name young actors: a commonplace thief, an inexperienced sorceress and a recently crowned empress.

When an evil wizard dethrones the young heir because she seeks equal rights for the rich and poor of her land, she allies herself with the other two adventurers in search of a powerful magic artifact that will help save her kingdom. The screenplay was written by Topper Lillian and Carole Cartwright, with a rewrite by Mark Leahy, none of whom have major film credits.

The film's special effects will be done by Station X Studios, a Santa Monica-based company that specializes in creating digital special effects and software. Station X has worked on films such as "My Favorite Martian" and Kevin Smith's soon-to-be-released "Dogma."

A live-action "D&D" movie has been bandied about since Gary Gygax tried to drum up interest in the early '80s. No serious progress was made, however, until Solomon purchased the film rights from the old TSR regime in 1991. For a brief time, it looked like the film was going forward; in August of 1997, a week's worth of principal photography took place, but filming was halted for unknown reasons. Nevertheless, the footage—said mainly to consist of outdoors scenes with horses and their riders—was later edited and scored. Actor Justin Whalin, a.k.a. "Jimmy Olsen" of "Lois and Clark..." fame, was cast in the role of the thief at that time, but it's currently unknown if Whalin is still involved with the project. Sweetpea Entertainment declined to discuss any details concerning the movie's storyline or possible casting decisions.

The principals involved won't confirm anything further, but from snippets of the script circulating on an internet industry dis-

"Dragonslayer" and "The Pit and the Pendulum" photos courtesy of Fozz Fentress; Advanced Dungeons & Dragons image © TSR, Inc.



Dungeons & Dragons

CHEESE DRAGON The "D&D" movie should have state of the art special effects, unlike this plastic lizard from the "Dragonslayer" film.

INSIDE



BOX OFFICE HEAT? Sweet Pea Entertainment hopes to breathe life back into fantasy films with the "D&D" movie.

cussion group, the movie looks be more serious than fantasy shows like "Hercules" or "Xena." Don't expect to see any campy battle sequences or over-the-top characters. Fans of the role-playing game will recognize familiar magical items and equipment, but don't expect everything in the film to jibe with the sourcebooks. Plans call for the adventurers to encounter as many as a dozen traditional *D&D* monsters: orcs, goblins, elves, gnomes, trolls, etc. But it will also be true to its namesake and show the group venturing into underground dungeons and meeting mighty

dragons. Driving the plot will be the adventurers' search for a magical rod that can control dragons. Rumor has it that, near the film's climax, dozens of dragons take to the sky and battle each other, with the fate of the kingdom decided by the outcome.

Activity on this project comes shortly after the announcement that director Peter Jackson ("Heavenly Creatures") would write and direct three films based on J.R.R. Tolkien's "The Lord of the Rings" trilogy. Jackson's trio of movies is estimated to cost \$120 million and scheduled for release in late 2000 and 2001. It's likely no coincidence that this sort of major commitment by a studio to produce three fantasy films helped the owners of the film rights to the "D&D" movie start the ball rolling again.

Currently the search is on to cast the "Dungeons & Dragons" characters. Since a specific starting date and the length of filming have yet to be announced, no tentative release date has been mentioned. If filming does begin by this summer, you can expect to see it come out just as the hype begins to build for the first of the "Lord of the Rings" movies late next year.

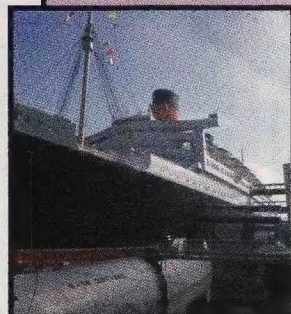
■ Patrick Sauriol



Star Wars: Phantom Menace CCGs. PAGE 24.



Magic Linked to Devil Worship. PAGE 26.



Magic Pro Tour L.A. PAGE 30.

Free Magic Booster Packs

Due to a rash of *Magic* card bannings recently, Wizards of the Coast is offering to send players a booster pack for each of the newly banned cards they mail in.

Currently, only Earthcraft, Dream Halls, Recurring Nightmare, Fluctuator, Time Spiral and Tolarian Academy are eligible. Wizards of the Coast believes that banning and/or restricting cards is critical to creating long-term stability in the tournament environment. "We recognize this can be frustrating and disappointing to players who purchase *Magic* product only to find that some cards are no longer allowed in one of the most popular tournament formats. That's why we're offering this redemption program," the company said.

To participate in the program, fans must fill out a redemption form and enclose one or more of the above cards. For each card sent to them, WoTC will send you a booster pack from the expansion in which your card was found. Cards must arrive in playable condition, and Rath Cycle cards will only be accepted through November 1, 1999. Urza block cards will be accepted until November 1, 2000. Complete details and a redemption form are available at www.wizards.com.

■ Tom Slizewski

BANNED FOR BOOSTERS Send in one of the recently banned *Magic* cards, get a booster pack.



PLUS:

Five Rings CCGs Join DCI. PAGE 24.

Show Us the Toys! PAGE 28.

Let There Be Sanctioning!

FIVE RINGS' CCGs RECEIVE DCI'S BLESSING

It's not just for *Magic* any more. There was a time when the Duelists' Convocation International (DCI) cared only about *Magic* players. Then last year *BattleTech* cardflopplers were admitted into the fold. Now Five Rings' stable of CCGs—including *Doomtown*, *Dune*, *Legend of the Five Rings*, *Legend of the Burning Sands* and *Rage*—will join the tournament sanctioning and player ranking organization.

Players of these titles will receive a different DCI card for each game in which they compete, though a single membership number will be used to keep track of their ranking for all sanctioned games. With the sanctioning of these CCGs, two new types of player rankings will also be introduced: cumulative lifetime total per game and the highest total score in the players' best six finishes annually.

And there's more. Five Rings CCGs, like *Legend of the Five Rings* and *Doomtown*, are also getting their own leagues, allowing fans to play sanctioned matches at their local stores. According to Ed Bolme, *Doomtown* brand manager, "the integration of Five Rings CCGs leagues with the DCI tournament system will provide fans with an unrivaled play environment. Two days after we announced the news, we had over 150 tournaments scheduled nationwide."

Twice a year or so these tournaments will be global in scale and

the outcome will determine an important aspect of the story. For *Doomtown*, Bolme said, "the first global storyline tournament will determine which outfit finds the motherlode. It's scheduled for May. The second will be around Halloween 1999."

Players can obtain complete info by calling (888) 4-5RINGS or by visiting the FRPG website at www.frpg.com. ■ Andrew Lupp



WE LOOKED IT UP...



RANCOR (Ran•ker)

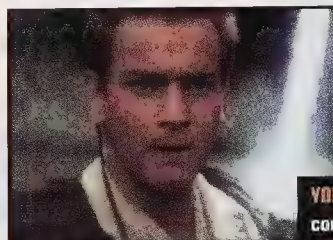
1. Bitter dislike, spitefulness 2. In "Star Wars," a subterranean-dwelling creature to which Jabba the Hutt fed his enemies. 3. A creature enchantment in *Magic: Urza's Legacy* that grants +2/+0 and trample and bounces back to your hand if sent to graveyard. 4. What male chauvinists do whenever they see a chick. ■

Star Wars: The Phantom Menace CCGs

Young Jedi looks to be the next *Star Wars* CCG expansion... sort of. "Sort of" because the game's publisher, Decipher Inc., is now calling the existing *Star Wars* CCG, "Classic" *Star Wars*, and the new *Young Jedi* will be an original, non-compatible game.

This new game will reflect the events from the film "Star Wars: The Phantom Menace" and target younger players in the 9-13 age bracket. The core YJ set is due out in June. Two expansions have been announced to follow later this year with approximately 400 cards being released for YJ in '99. YJ's core set and announced expansions will contain all the main characters, starships and locations shown in "The Phantom Menace."

For *Classic Star Wars* CCG fans, there will be the *Endor* expansion this May and a *Death Star II* set has been announced for later in '99. After that, Decipher won't confirm its plans, but there has been talk of a possible Hoth mini-series and cards based on the "Star Wars" novels like



"Shadows of the Empire." A set based on the *Dark Forces* video game has also been mentioned as a possibility, though it's unlikely to see print this year.

■ Heath Scheiman

YOUNG JEDI Next *Star Wars* CCG not compatible with existing game.

Magic: The Gathering is a registered trademark of Wizards of the Coast. L5R, L5F and Doomtown are trademarks of Decipher Inc. Star Wars is a trademark of Lucasfilm.

JURY BOX WE REACH A VERDICT



THUMBS UP

SUPERHEROES RETURN. Few superhero-based products have caught gamers' imaginations lately.



SUPER!

But that looks to be changing with a new *Champions* edition in the works, and *White Wolf (Abberant)* and *Pinnacle (Brave New World)* announcing new superhero-related games.

BARGAIN GAMING. We all love a bargain; regretfully, there aren't many to be found in gaming. That's why we give a big skyward thumb to *White Wolf's* new *Trinity* rulebook. Everything you need to play in a quality package for \$15. Let's hope other companies follow this lead.

KILLER SERVERS. The new massive online game *EverQuest*—originally designed to encourage cooperative play—is addressing the gripes of gamers who enjoy player vs. player combat by setting up servers where character killing is unrestricted. Now, you can play *EverQuest* in civilized or anarchy mode depending on your mood.



THUMBS DOWN

PRICE GOUGING. Foil cards are proving so popular among price speculators that boxes of *Urza's Legacy* boosters, which contain six foil cards on average, are being marked up as high as \$200 per box: They normally sell for around \$70. This hurts *Magic* in the long term.

POOR PLAYTESTING. On the heels of *Tolarian Academy*, which was banned less than three months after its release, six more *Magic* cards land on the banned list this month. Playtesters should be catching these broken cards long before they're sold to fans.

NO "STAR WARS" PREQUEL GAMES. Excuse us, but isn't "The Phantom Menace" release just around the corner? Why then, for the love of Luke, aren't there any "Star Wars" prequel-based games being released? Fans want to be able to play with Darth Maul while they can still remember what he looks like. ■

CONTEST WINNERS ED McMAHON IS ON THE WAY!

HELP URZA GET REVENGE Bob Kessler from Oley, Pennsylvania, will henceforth be known as "Urza's Little Helper." He identified all the artifacts correctly and walks away with every card from the *Urza* cycle.

DEAD MAN'S HAND: "SIZE DOES MATTER" A giant among cardflopers, Ethan Wright from Newport News, Virginia, knows that size matters. Ethan proved it, and now his collection grows by 540 cards—the number of cards in the booster box of *Urza's Saga* he won. ■

Magic Linked to Devil Worship

RELIGIOUS GROUPS RIGHT ALL ALONG

Principals, ministers and uptight moms have been proven right: *Magic* leads to Satanism.

The largest Satanist group in the United States, the Brothers of Beelzebub (BoB), claimed in a recent press release announcing a fiery end of the world that they spend most of their time playing *Magic: The Gathering* while awaiting the return of the Prince of Evil.

"We're looking for a one way ticket to hell, and *Magic* is as close as you can get without having to find something as cumbersome as a sheep to sacrifice," according to Brother Asmodeus, 22, the group's treasurer. "I started playing when *The Dark* expansion was released. Soon the cardboard ritual of sacrificing creatures to my Lord Of The Pit wasn't enough and I offered up my hamster, Mr. Chuckles, on a dark altar I constructed in my bedroom," he said.

"I too was seduced by this game when I was a mere child," said Brother Orcus, 15, newest member of the six-person group and recently named membership chairman. "Once you cast a Dark Ritual, can you ever really go back?" he questioned. "Can you again feel the sweet caress of the sun or the gentle touch of the wind on your pale cheek without flashing back to the dark sorcery you committed at the card table? I say thee nay! A thousand times nay!" he said. "Nay, nay, nay ..."

BoB favors, Rochester draft and have started a competitive league against other Satan-worshipping groups. "To further honor our dark master we play only with black cards," said Sister Sally "the Succubus" Sinkozwski, 42, of the league-leading Elder Demon Initiates (EDI). "We use the other, weaker colors to make pentagrams on the floor of our temples. Also, we taunt the white cards before shredding them and casting them into the fires that are home to the supreme one," she said.

Satanists called for the "annihilation by flame and fire" of Wizards of the Coast after the company banned *Darkpact* and *Demonic Attorney* in 1994. Still, all devil worshipers agree that *Magic Sixth Edition*—which they call six-six-sixth edition—is the best thing to happen to the game since *Living Death*.

■ *Lirpa Sloof*



GIMME BACK MY DARKPACT
Satanists play only with black cards.

Superman: © DC Comics; Monk photo courtesy of Foto Fernandez.



info served in bite-sized chunks
NEWS BITES

• In a recent online chat, **White Wolf** revealed their sixth **World of Darkness** game is entitled "Hunter."

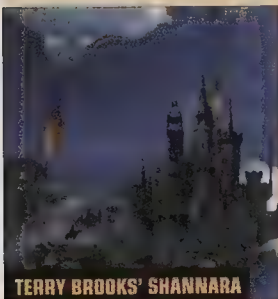
• **BattleTech** creator Jonathan Wiseman recently told *Wired* magazine that he has cowritten a treatment for a "**BattleTech**" feature film.

• Palladium Books are planning a line of **novels based on their Rifts RPG** settings. The first series will be a trilogy written by Adam Chilson.

• R. Talsorian Games has formed **Atomic Rocket Games** to take over exclusive licensing and production of *Mekton*. ARG is expected to have *Mekton Z* back in print and back on store shelves shortly.

• R. Talsorian Games is also developing a new **Cyberpunk RPG**, currently titled *Cyberpunk 2030X*.

• Little Brown and Company of London is **reissuing Terry Brooks' "Shannara" series of books** this summer with new covers by Steve Stone. Stone used many of the techniques he developed when he created the "Divide & Conquer" map in *InQuest Gamer* #46 for the photorealistic covers.



TERRY BROOKS' SHANNARA

• The upcoming **Blaze of Glory** expansion for Decipher's **Star Trek CCG** is dedicated to hand-to-hand combat with an emphasis on Klingons, Romulans and the more warlike races.

• Wizards of the Coast will release a **special edition expansion to the AD&D Core Rules CD-ROM** as part of this year's 25th anniversary of *Dungeons & Dragons*, which will allow for the creation of custom classes; support character kits from the many player's handbooks and include HTML versions of the nine *AD&D* books in the original Core Rules CD-ROM.

• TriStar will release "**Heavy Metal: F.A.K.K. 2**" in late August. The sequel to the classic 1981 animated film is based on Kevin Eastman and Simon Bisley's *Melt-*

ing Pot comics. Eastman's wife, B-movie queen Julie Strain, voices the lead character she inspired.

• Capcom is developing a **prequel to Resident Evil** for the Nintendo 64 entitled *Resident Evil Zero*, as well as a sequel to *Strider* for the Sony PlayStation.

• Warner Bros. Interactive has signed a multi-platform licensing deal to have Ubi Soft create **games based on the WB's "The Adventures of Batman and Robin"** animated series.

• Todd McFarlane Entertainment will supervise the scripting process and **character design for the "Doom" feature film**.

• Production begins this summer on a "**Battlestar Galactica**" feature film featuring CGI effects by No Prisoners; the same company who worked their magic on last month's "Wing Commander" feature.

• The home video versions of both "**Highlander**" and "**Highlander 2: The Quickening**" will be removed from store shelves on June 30th and go on moratorium status.

• **Sequels for "Blade," "Independence Day" and "Godzilla"** are in the works for the near future.

• Clive Barker will write and direct "American Horror" for New Line Cinema; a **horror film set against the American railroad's expansion west, circa 1866**.

• Playmates Toys will soon release a talking **12-inch Lara Croft Tomb Raider** doll, with fabric clothing, rooted hair, and realistic-feeling skin.

DUE CREDIT

In InQuest Gamer #47 in the "For Fun and Prophet" feature, the photos labeled "Klingon at Heart," "Lizards in Love," "Funny Ferengi" and "Warp Drive & Wormholes" should have been credited to Foto Fantasies.

In InQuest Gamer #48, the picture of Kahn shown on the cover should also have been credited to Foto Fantasies.

■ *By Sean Jordan (Sean.Jordan@aol.com) and the IQ Gamer staff*

news

Show Us the Toys!

A GAMER'S GUIDE TO TOYFARE '99

Every February, an army of Power Rangers, pokémon and Barbies descend on Manhattan for the American International Toy Fair, a superconvention for the folks who buy toys for big retail chains like Sears and FAO Schwartz.

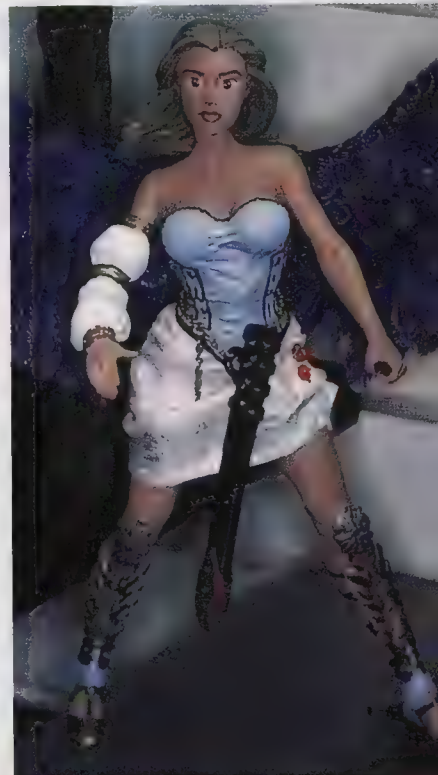
Picture entire floors decked out with Batman and WCW wrestlers—walls and walls of 'em. Imagine rows and rows of top secret "Episode I" action figures; unfortunately, the "Star Wars" toys were so top secret we couldn't beg or wheedle our way in to see them. But we saw plenty of the other plastic goodies that dominate the toy market these days.

Of particular interest to gamers were ReSaurus's batch of *Magic*-inspired figures—big burly prototypes of the Serra Angel, Talruum Minotaur and Orgg. There's no firm word yet on when these will hit the market, but ReSaurus guesses late this summer. If they do well, Juzam Djinn, Soldevi Golem and Dakkon Blackblade are next. ReSaurus also had some cool Old West toys for *Deadlands* and *Doomtown* fans, including marshals, outlaws and bounty hunters.

Pokémon goodies were everywhere, from the Hasbro toy displays to WotC's CCG posters. There was even a Pikachu VW Beetle tooling around outside. "We're in our third print run in two months," said WotC public relations coordinator Carol Rogalski of the *Pokémon* CCG. "We can't keep them on store shelves." Look for the first expansion, *Jungle*, in June.

The eagerly awaited *Final Fantasy VIII* PlayStation game has just been released in Japan to screaming mobs, and Bandai is releasing six new action figures from the game this year, including husky hero Squall Leonhart and cute Rinoa Heartilly. At six inches, these bad boys 'n' girls loom over last year's batch, all of which were a mere four inches tall.

The one true G.I. Joe is back! According to Hasbro reps, the fuzzy-headed, 12-inch doll did so well in the collector's market that, after decades, he's returning to toy stores everywhere. Keep an eye out for the Joes of Desert Storm, Delta Force and even as an entire series of heroes, Rough Rider Teddy Roosevelt and *Apollo* astronaut Buzz Aldrin among them. Alas however, the kung-fu grip is long gone. ■ *Paul Sudlow*



PLASTIC PERFECTION Serra Angel in all her feminine goodness thanks to ReSaurus.

Serra Angel photo by Paul Schmitt.

Black Sunday

DARK MAGIC DOMINATES AT PRO TOUR LOS ANGELES

If you want to get your opponent down to zero life, but have some for yourself, there's nothing like three Corrupts and a Pestilence to do the trick. It probably also doesn't hurt to have a name more than twice as long as your opponent's.

Steven O'Mahoney-Schwartz of Boston overwhelmed last year's Pro Tour Player of the Year Jon Finkel in the final round of Pro Tour Los Angeles the last weekend in February by drafting an insanely strong mono-black deck. Game after game, the dreaded Pestilence/Corrupt combo came into play. The Pestilence allowed O'Mahoney-Schwartz to do damage to all creatures and players equal to the number of black mana he pumped into it, while the Corrupts hit his opponents for damage equal to the number of swamps he controlled, gaining him an equal amount of life. Anything of Finkel's which survived this one-two punch, O'Mahoney-Schwartz zapped with a Befoul. If that wasn't bad enough, Unnerve, Cackling Fiend and Duress served to force Finkel to discard precious cards from his hand. With such a supercharged deck O'Mahoney-Schwartz's only loss in the best of five final match came in game three, when Finkel's Monk Realist showed up in time to destroy the dominating Pestilence.

Realizing the weaknesses of playing a mono-color deck, even in Draft format, O'Mahoney-Schwartz drafted a bit defensively, picking but not using two Runes Of Protection: Black and a Disciple Of Grace, thereby reducing the cards that his opponents might have to use against him.

O'Mahoney-Schwartz came into the final eight ranked third. It was a tough road into the top bracket and he only narrowly defeated his own brother. "I feel really bad about it," he said afterwards. He also had a hard time beating Terry Lau, another finalist, in the eleventh round. "I barely won with virtually no time left in the match."

The champion netted a check for \$25,000, and his first Pro Tour win; he came in second at PT-Paris and is the master of the Grand Prix, with two Grand Prix wins and three top eight finishes. Finkel had no choice but to console himself with the \$15,000 prize for second place. Mike Long, fresh from his victory at the *Duelist Invitational* (see story on next page), took eighth place and a prize of \$4300. In fact, four of the *Duelist Invitational* invitees were in the top eight, including O'Mahoney-Schwartz.

The tournament was held on the *Queen Mary*—yes, the big cruise ship—while it was docked in Long Beach, California. There were 338 players at this, the 18th Pro Tour event. And this may have been the first Pro Tour with a serious injury, as



SHIP SHAPE IN L.A. Steven O'Mahoney-Schwartz bagged \$25,000 by winning *Magic Pro Tour Los Angeles*.

a luckless Danish player cracked his head on a metal box, requiring a quick hospital trip and stitches, forcing him out of the main event. Also at the Pro Tour were the Junior Super Series Western Division championships; Adam Prokopin and Rodney Burt, Jr. won the ages 15-17, and 14-and-under categories, respectively.

The next Pro Tour takes place in New York, April 30-May 2, and will be played in Constructed *Urza's Saga* block format, with invitations based on Standard ratings. ■ *Rick Mascatella*

PRO TOUR L.A. WINNING DECK

BLACK:

- 3 Befoul
- 1 Blood Vassal
- 1 Bog Raiders
- 1 Cackling Fiend
- 2 Carrion Beetles
- 3 Corrupt
- 1 Dark Ritual
- 1 Despondency
- 1 Duress
- 2 Hollow Dogs
- 1 Pestilence
- 2 Phyrexian Ghou
- 2 Unnerve
- 1 Unworthy Dead

LAND:

- 18 Swamp



OUCH AND DOUBLE OUCH! Pestilence and Corrupt caused much pain.

Long Wins Contest of Champions

The 16 best *Magic* players in the world received all-expense paid trips to Barcelona, Spain, for the third annual *Duelist* Invitational tournament held this past February.

After four grueling days of play, Norway's Sturla Bingen ended up in the finals against perpetual powerhouse Mike Long of the United States. The finals, which were played using the Classic (Type I) format, pitted Long's trademark Necro deck against Bingen's Tolarian Academy-based deck. In a tense match, Long prevailed 3-2.

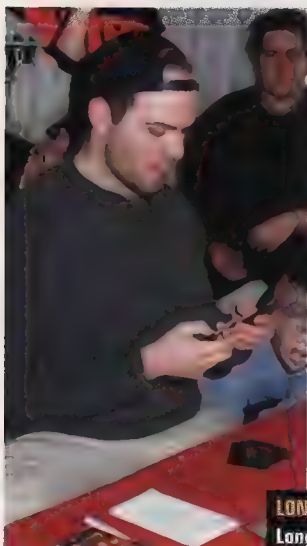
As a prize for winning the Invitational, Long will get to design his own card and have it included in a future expansion. When asked about the card, Long only shook his head. "I don't know what the card will be yet. I hadn't planned on winning," he said.

Competitors invited to the Invitational were chosen based on various accomplishments such as winning a Pro Tour or holding the number one spot in DCI rankings. Their skills were tested in a variety of play formats

including traditional ones like Classic and Standard, but players also had to cope with some unorthodox ones as well. In one portion of the tournament each player received an identical card pool with which to build a deck.

This was the first title event to be played using *Sixth Edition* rules.

■ Alex Shvartsman



LONG WAY TO THE TOP Mike Long wins in Spain.

TOP GUNS MAGIC SHARPSHOOTERS

WORLD'S 10 BEST MAGIC PLAYERS

1. PLAYER OF THE MONTH

BRIAN SELDEN, 18, from San Diego, CA
DCI STANDARD RATING: 2144

JOB: Student

FAVORITE MAGIC CARD? *Survival of the Fittest/Recurring Nightmare.*

FAVORITE NON-MAGIC ACTIVITY? The Beach!!!

FAVORITE FOOD WHILE PLAYING MAGIC? Pizza ("Yeah, I wear sleeves.")

FAVORITE TV SHOW: "The Simpsons"

HIS SECRET FOR LASTING YOUTH: Twinkies and Spam

BIO IN BRIEF: 1998 was the "Year of Magic" for Brian Selden, since it was the first year he ever played on the Pro Tour. The new kid in town demonstrated his stuff in a big way: winning Worlds, coming in 9th at the U.S. Nationals, 18th at the GP-Indianapolis, and making top 32 at the PT-Chicago. He also joined Team Mogg Squad, with the official title of Goblin King.



SELDEN

2. DARWIN KASTLE, Allston, MA, USA
DCI STANDARD RATING: 2094

3. SCOTT R. JOHNS, Northridge, CA, USA
DCI STANDARD RATING: 2066

4. GARY KRAKOWER, Toronto, ON, Canada
DCI STANDARD RATING: 2059

5. JON FINKEL, Fanwood, NJ, USA
DCI STANDARD RATING: 2055

6. GLYEB G. KOUMASINSKI, Columbia, MD, USA
DCI STANDARD RATING: 2047

7. MICHAEL LONG, Charlottesville, VA, USA
DCI STANDARD RATING: 2046

8. ADAM D. VINCENT, Longwood, FL, USA
DCI STANDARD RATING: 2044

9. MIKE BREGOLI, Southwick, MA, USA
DCI STANDARD RATING: 2040

10. CHRISTOPH O'LEARY, Malden, MA, USA
DCI STANDARD RATING: 2038

MAGIC UPDATES RULE CHANGES AND OTHER TECHNICALITIES

BANNED AND RESTRICTED

Changes effective April 1, 1999.

- Standard Constructed: Dream Halls, Earthcraft, Fluctuator, Lotus Petal, Memory Jar, Recurring Nightmare and Time Spiral are banned.
- Urza Block Constructed: Memory Jar, Time Spiral and Windfall are banned.
- Classic-Restricted Constructed: Memory Jar and Time Spiral are banned. Candelabra Of Tavnos, Copy Artifact, Maze Of Ith and Mishra's Workshop are unbanned.
- Classic Constructed: Time Spiral is restricted. Maze Of Ith is unrestricted.

ERRATA

- Cloud Of Faeries, Great Whale, Palinchron and Pere-

- grine Drake now have a new wording: "When [this creature] comes into play, if you played it from your hand, untap up to [the appropriate number of] lands." Remember that "played" is not the same as "put into play." These creatures won't untap any lands if you bring them into play with Sneak Attack, for example.
- Priest Of Gix has the following errata: "When Priest Of Gix comes into play, if you played it from your hand, add BBB to your mana pool."

This new errata doesn't fix any rules loopholes; rather, it's designed to deal with a recent rash of combo decks involving "free" creatures. However, some combos still work. For example, with a Mana Flare in play, a Palinchron and six lands will give you unlimited mana.

Coming SOON

RELEASE OF THE MONTH

Seventh Sea Player's Guide and Game Master's Guide

by Sean P. Fannon

CATEGORY: Roleplaying Game

FROM: Alderac Entertainment Group

RELEASE: April

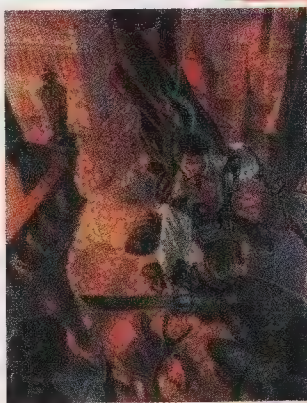
COST: *Player's Guide* \$24.95, *Game Master's Guide* \$29.95

THE GIST: What the award-winning *Legend of the Five Rings* RPG did for Japanese-flavored medieval fantasy, this new offering from the same creators promises to do for swashbuckling high seas adventure. Instead of medieval-era swords-and-sorcery, *Seventh Sea* players will romp about the later years when frilly coats and powdered wigs were manly things to wear.

In the new and compelling world of Theah, dueling pirates meet dangerous sorcerers on the high seas, in intrigue-filled courts and among ancient ruins. Lead Developer John Wick offers, "Yes, there are musketeers, pirates, secret societies, exploration, intrigue, nations at war and everything else that made the 17th and 18th centuries cool." In other words, "Ladyhawke" fans and Scarlet Pimpernel wannabes will be dabbing away the perspiration with scented hankies waiting for this game.

He goes on to explain the flavor of the game as being one of cinema rather than realism. "*Seventh Sea* is a game system that emphasizes drama, not reality: People don't go to action-adventure movies because they emphasize reality; they go to action-adventure movies because they're fun." In other words, expect to get away with outlandish acts of heroism and derring-do. Failure to swash your buckle could result in your feathered hat being confiscated.

Using the "classic" approach to RPGs, there is both a *Player's Guide*, which is fully oriented towards a character's life and times in the world of Theah, as well as



BUCKLE YOUR SWASHES High adventure on the high seas can now be yours without leaving the dock.

a separate *Game Master's Guide* chock full of campaigning information and those all-important secrets that give the GM insight into how Theah and the players should interact. Both books are bound in a new fashion John calls "lay-flat binding," which means you can leave the book open to a key page during play without propping it open.

Anyone familiar with Rokugan from *L5R* products knows how much lavish detail and exquisite flavor these guys are capable of. The imagination boggles at what they will do with "musketees meet monsters and magic." We see a rise in cutlass sales and fencing lessons in the coming months.

A LONG-EXPECTED PARTY

CATEGORY: Collectible Card Game Expansion

FROM: Iron Crown Enterprises

RELEASE: April

COST: \$10.00

THE GIST: The *Middle-earth* CCG gets a whole new look and feel with this new series of scenarios and sites to use. Complete with stories and full descriptions of such places as the citadels of the Witch King and Bilbo Baggins' Shire, the game caters to the player who is truly in it for the sheer joy of Tolkien's great works. You play to accomplish a goal, such as protecting the Shire or gathering trinkets and toys for Bilbo's wondrous birthday party—something the more cutthroat tournament players might learn a thing or three from.

ALTERNITY: THREATS FROM BEYOND

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: April

COST: \$19.95

THE GIST: Okay, so your *Stardrive* campaign has gotten into a bit of a rut, eh? Tired of having your heroes chase marauders and pirates across the space lanes? Bored with exploring strange new worlds, blah blah blah? There's nothing like a good old-fashioned alien invasion to spice up the galaxy, that's what we say. This book is full of everything you need to alter the face of your campaign forever, including early-seed rumors of the oncoming threat, details of who's doing what to whom and tips introducing the new alien lifeforms into your game—especially the ones who don't get all friendly when you give them candy and a phone.

BABYLON 5 WARS, 2ND EDITION

CATEGORY: Board Game

FROM: Agents of Gaming

RELEASE: April

COST: \$49.95

THE GIST: You bank into a tight roll, hit the port thrusters for half-a-second, and try to refocus your eyes faster than the Centauri on your tail can adjust. The crosshairs line up and you let loose with flaming hot death. If you have dreams like this on a regular basis, you've been waiting for this boxed set of pure *B5* gaming action. Revised and expanded, it comes complete with everything you need to live out your fantasies of fighting the great battles that plunged Earth, Minbar, Centauri Prime and everyone else into utter chaos. White Stars and Thunderbolts are included, but please remember, they're only miniatures; you can't really get inside them.

BACK EAST: NORTH

CATEGORY: Roleplaying Supplement

FROM: Pinnacle Entertainment

RELEASE: April

COST: \$20.00

THE GIST: Well, pard, ya'll been wantin' ta know what's what back in the tin-horn lands o' the east. Now you get to find out in this first of a two-book series that unveils the land of the free and the home of the brave in the days of the weird west. The Civil War didn't quite go as expected, and life teeters on the brink between normalcy and wild adventure for those who still call themselves Americans. Magic-driven cars and horse-drawn carriages make for a whole new kind of traffic snarl in the streets of Boston and New York, and you don't even want to think about the new kinds of city crime; you sarsaparilla-drinkin' Yankees don't have the stomach for it.

CHILDREN OF THE NIGHT: CREATED

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: May

COST: \$18.95

THE GIST: No one builds 'em like these anymore. Thirteen unique golems, all created by sorcerous means for nefarious purposes, are set loose with their own stories, powers and goals. Complete with adventures that can be single-shot game sessions or the basis for entire campaigns, the latest in the line of popular guidebooks is great for any *Ravenloft* or *AD&D* game where the dungeon master wants to scare the bu-jeezus out of his players. Forget Frankenstein; these abominations define the dreams of mad scientists and alchemists everywhere.

DAIKATANA

CATEGORY: Computer Game

FROM: Eidos Interactive

RELEASE: May

COST: \$49.99

THE GIST: *Doom*. *Quake*. If you know these names, you know what truly intense action gaming is about, and *Daikatana*'s legacy lies in those names. Quite possibly the most visually stunning and intense game ever done, the story centers on an ancient mystical Japanese sword, time travel, and devils and demons galore. By all accounts, this will be the next huge thing in deathmatch multiplayer gaming. Though single-player detail is impressive this



Daikatana © Eidos Interactive

time around, we all know what the real deal is: This could be the multiplayer gore fest we've been waiting for.

DARK LORE

CATEGORY: Board Game

FROM: Griffin Games

RELEASE: April

COST: \$24.99

THE GIST: Don't you hate it when your more "normal" friends drag out *Trivial Pursuit*, and you get to watch some guy named Pete rattle off the answers to every single question about sports and geography while you look morosely at that one pitiful piece of plastic pie that you got for knowing the one "Star Trek" question and want to throw up? You are avenged, my friends! Covering topics like sci-fi and horror movies, supernatural monsters and magic, and comedic horror, this trivia game will finally make you the party stud and let Pete play the gimp for once... unless of course you're ugly and your momma dresses you funny.

DOOMTOWN: MOUTH OF HELL

CATEGORY: Collectible Card Game Expansion

FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.49 per booster

THE GIST: Gomorra gets weirder and nastier yet as 181 new cards are added into the insanity that is *Doomtown*. Wanna know the deal on the secret motherlode of ghost rock? Well, this set brings it around. Look for new action cards for harrowed dudes, which may tip the scales of the weird west in favor of the damned. Gomorra is not a sane place, after all. And if your lookin' to corral the whole set, six of the new cards can only be found in the starter decks, so get ready to round 'em up the hard way.

DRAGONLANCE 15TH ANNIVERSARY COLLECTION

CATEGORY: Roleplaying Game

FROM: TSR

RELEASE: May

COST: \$25.95

THE GIST: A decade and a half have passed since Margaret Weis and Tracy Hickman made "gaming novels" cool with their first blockbuster "Dragonlance Chronicles" trilogy. News of their return to the lands of Krynn has *AD&D* and fantasy fans drooling worldwide. This all-new look at the original world and game material lets you recreate the adventures of Tanis, Sturm, and Raistlin or ride along side these legends with your own new characters. Only you, the dungeon master and fate can decide what will happen to you in Krynn, the land where dragons roam and gods dabble in the lives of

mortals. Both *SAGA* and *AD&D Second Edition* rules are supported this time around.

DUNGEONS & DRAGONS GAME

CATEGORY: Roleplaying Game

FROM: TSR

RELEASE: April

COST: \$9.95

THE GIST: In the beginning, there was nothing. The tables were bare of dice, chips and scribbled notes of prophecy, and no players sat on the edge of their seats awaiting the next words of their game master. Then, there was *Dungeons & Dragons*, and all was good and right with the world. Over a quarter of a century later, the most popular RPG of them all is back and better than ever, looking to get its dragon claws into a whole new generation of gamers. TSR returns to its roots with a completely revised version of the game that started the coolest hobby known to man, with a 32-page rulebook to ease the anxious newbie into the basics, and a 32-page adventure book to get that wet-behind-the-ears GM up and running. Heck, even the dice are included! What more could you want?

LEGEND OF THE FIVE RINGS: PEARL EDITION

CATEGORY: Collectible Card Game

FROM: Five Rings Publishing

RELEASE: May

COST: \$8.99 per starter, \$2.99 per booster

THE GIST: The best games get better with age, and the *LSR* CCG is a prime example. A fantastic starting point for new players as well as a real opportunity for collectors, this edition—not expansion, mind you, but edition—features a ton of old favorites plus 12 all-new cards, revised borders to boost collectability, and a nifty-keen honor spinner to add that touch of class and make all the wannabes go "ooh." *IQ's* choice for 1998's designer of the year, Dave Williams, is behind this set, ensuring it as a must-have for all fans and an ideal sealed-deck set. If you do not buy these cards, they will be dishonored and messy seppuku will follow.

MAGIC: THE GATHERING CLASSIC

CATEGORY: Collectible Card Game

FROM: Wizards of the Coast

RELEASE: April

COST: \$9.99 per starter, \$2.99 per booster

THE GIST: Times have changed, and *Magic* is changing with them. Creator Richard Garfield has high hopes that this new edition will leave its mark and change the way people look at the game: "I played an integral part in the reevaluation process for the *Classic* rules and I am confident that the elimination of extraneous and complicated rules will help establish the game as a classic like chess or *Go*." Get the scoop on *Classic* on page 38.



also Coming SOON

MARVEL SUPERHEROES: FANTASTIC VOYAGES

CATEGORY: Roleplaying Supplement

FROM: TSR

RELEASE: April

COST: \$8.95

THE GIST: It's not called the "World's Greatest Comics Magazine" for nothing! Live the life of the Thing, the Human Torch, the Invisible Woman and the iggly-wiggly Mister Fantastic. Or alternately, you can take on their arch-foes with your own characters, testing their fortitude against the forces the Fantastic Four have faced (Stan Lee, eat your heart out). Either way, this collection of stories and adventures features some of the deadliest and coolest villains in Marvel history, including the skrulls, the world-eater Galactus, the Frightful Four, and, of course, the unconquerable Doctor Doom. Make yours Marvel! Excelsior!

PRINCE OF PERSIA 3D

CATEGORY: Computer Game

FROM: Broderbund

RELEASE: May

COST: \$49.95

THE GIST: In 1989, a cool hybrid of action and adventure was created with the release of the wondrous and exotic *Prince of Persia*, and now, those adventures have moved on to a whole new level of intensity. With bleeding-edge 3D graphics and animation, this one promises to leave you breathless as you fight, leap and explore your way through a fantastic vision of 12th-century Persia. Combining coordination, reflexes, and logical thinking, this is one game for the true connoisseur. Grab your camel and your magic lamp and hang on for the ride of your life.

THE THOUSAND HELLS

CATEGORY: Roleplaying Supplement

FROM: White Wolf Studios

RELEASE: May

COST: \$17.95

THE GIST: Remember that scene in the classic "Big Trouble in Little China" where Wang tells Jack about the Thousand Hells of the



Chinese as they're about to drown in the elevator? Welcome to the real thing, bucko! The nightmare continues for the Western supernaturals as they are exposed to the frightening, twisted unreality that makes up the other world of the East. The Yama kings, their akuma and just where the Eastern Demons fit into everything is explained, and the coming of the Demon Emperor of the Sixth Age makes this a vital book to the cosmology of the "Kindred of the East" line.



TRINITY: STELLAR FRONTIER

CATEGORY: Roleplaying Supplement

FROM: White Wolf Studios

RELEASE: May

COST: \$19.95

THE GIST: In the blink of an eye, they carried humanity across the cosmos and expanded Earth's presence in the universe. But one day, they simply vanished, leaving the extra-solar colonies stranded and Earth foundering without a means to reach across the stars. They are the Upeo wa Macho, and they are back with a vengeance. Everything you want to know about this mysterious psionic order is revealed, including why they left and what brought them back—including the terrible threat heralded by their return.

WRAITH: THE GREAT WAR

CATEGORY: Roleplaying Game

FROM: White Wolf Studios

RELEASE: May

COST: \$25.95

THE GIST: Ghostly dogfights in ethereal biplanes over the realm of the dead? Only White Wolf could bring you something like this. As the world is plunged into "The War to End All Wars," so too are the Shadowlands sliding into a civil war that threatens to destroy everything that Oblivion could not. The greatest wraith of all, Charon, has gone missing, and the massive amount of death in the trenches of Europe has stirred the afterworld into a frenzy of catastrophic proportions. Like *Vampire: The Dark Ages* before it, *Wrath: The Great War* provides an alternate setting for your favorite World of Darkness game.

Although he lives back east, Sean Patrick Fannon plans on taking a fantastic voyage across the Seventh Sea to visit the Prince of Persia where he'll enjoy a long-expected party.

The Thousand Hells and Trinity: Stellar Frontier are TM & © WhiteWolf

Final Fort





W

The future of *Magic* is the new *Classic Edition*. You'll never play the game the same way again.

So you thought Hammer of Bogardan was a relic of the past? Think again. The most powerful graveyard card of all time is coming back unchanged in *Magic's* next set.

Did we massage a Ouija Board for that nugget of info, or swirl up our crystal balls? Nah, we went to the source, Wizards of the Coast (WotC), and asked them what was in store for *Magic's* future. In late April, WotC will release the sixth edition of its basic card set; entitled *Classic Edition*, this new set will shake up *Magic* like none before it, changing some of the core spells and creatures, even the way we play the game, in an effort to streamline *Magic's* rules system. For a future forecast on *Classic Edition* and some of *Magic's* other end-of-the-century products, break out your own Tarot cards or you can just read on a little further...

Classic Edition

Hammer of Bogardan is in. Necropotence is out. The core *Magic* cards, which almost all tournaments revolve around, are changing big time. According to *Classic Edition* lead designer Bill Rose, "*Classic Edition* is supposed to shake up the tournament environment. We tried to bring back cards we thought were popular. Hammer of Bogardan seemed like a natural. I don't think it's too strong, but it's good and people like it." When asked why Necropotence was removed, he explains, "When good cards come in, good cards have to go—the top 100 can only have 100 cards! We intentionally try to change the environment so the same decks don't always win... Necro will come back. Not this year and probably not next year, but some day Necro will come back."

What's Out

Fifth Edition had 429 cards in it, but *Classic Edition* is only going to have 330 (plus basic land). Since new cards rotated in from *Alliances* and the *Mirage* block (plus a few commons and uncommons from *Tempest*) make up 50 percent of *Classic Edition*, that means a lot of *Fifth Edition* cards had to go. Rose explains that "some cards were easy to cut." For example, nobody is going to miss Hipparion and Reef Pirates. Ditto for Helm of Chatzuk, Ironroot Treefolk or Shield Bearer. A lot of the weaker card "chaff" from *Fifth Edition* is gone.

Many more got the ax because they use a game mechanic that is only being supported in Expert-level sets. Since *Classic Edition* is an Advanced-level product, it is intended to be an intermediate step between Starter-level products like *Portal* and Expert-level sets like *Tempest* and *Urza's Legacy*. That means the set's designers tried not to put anything into *Classic Edition* that might confuse new players. Thus, Benalish Hero and all the other creatures with Banding got cut. They also removed all creatures with Protection from Color. That means no White Knight, Black Knight, Whirling Dervish, Sea Sprite, Knight of Stromgald or Order of the White Shield.

by Randy Buehler and the IQ Gamer staff

1,017 MAGIC CARDS

That many or more cards will be released throughout the rest of the year for Magic's upcoming '99 projects. Let's take a look at the calendar over the next year:

JUNE: URZA'S DESTINY

The conclusion to the Urza's trilogy sees our heroic planeswalker struggle across Dominaria and finally put an end to the Phyrexian invasion. In addition to developing the echo and cycling mechanics, *Destiny* expands on "leaves play" effects and presents us with another four preconstructed decks. "Battle Surge" controls the environment with stalling tactics to stymie your opponent while you use surprise, "without summoning sickness" creatures to attack. Blue creatures are nigh unstoppable when powerful enchantments are played on them in the "Enchanter" deck. "Assassin" employs a swarm of black weenies, discard effects and creature elimination to kill everything in sight. Finally, "Fiendish Nature" relies on quick mana sources to call upon big green monstrosities faster and sneaks in a little black for graveyard manipulation.

JULY: MAGIC: THE GATHERING STARTER

Portal has been fairly well received as a way to learn the

game, but it's being phased out in favor of *Magic: The Gathering Starter*. It's basically the same thing, just with a friendlier name, and should do just as good a job of teaching beginners the basics.

OCTOBER: ARCHIMEDES

It's not the real name of the next standalone *Magic* set; Archimedes is just the code name they're using. Now, in real life, Archimedes was a Greek physicist who messed around with gravity and invented the lever. Maybe there will be real cool gravity tricks in this one. Or maybe it's named after that stupid owl in "Clash of the Titans," so expect cards like It's For The Birds and Nocturnal Barddweller. We can't wait to tear open some booster packs and get our hands on those hoo-ters.

FALL: MAGIC: THE GATHERING CD-ROM ENCYCLOPEDIA

All the *Magic* cards on one CD-ROM? Yep, the *Magic Encyclopedia* has that and more: complete card lists; comprehensive deck-building and deck-analysis features; up-to-date errata, card text changes and rule additions. Plus, you can savor all the actual cards—Serra Angel, Juzam Djinn, Jester's Cap, etc.—in full-color glory.

Trample's out too. So War Mammoth is gone, but they still printed Argothian Swine and Child of Gaea in *Urza's Saga*, and WotC will continue to print trample in the future, just not in the basic set. "There are enough cards that we can make *Classic Edition* both simple and powerful," says Rose. Poison is another mechanic that you won't find in *Classic Edition*. Good-bye Pit Scorpion.

Some individual cards were deemed too complicated for an intermediate-level set. You and I may understand Magical Hack and Dark Ritual just fine, but for beginners or players who don't read up on the latest rulings, these cards can cause confusion. The rule about how to cast Dark Ritual has changed three times in the last two years! This philosophy helps explain why Incinerate is out and Shock has replaced it in *Classic*.

Even removing all these cards, the design team still had a lot to cut, so a bunch of cards got caught in a "numbers crunch." Force Spike and Murk Dwellers, for example, are perfectly reasonable cards, but they only had room for so many commons of each color.

What's In

In order to figure out what cards should be put into *Classic Edition*, the designers took a look at all the lists from the top eight decks at last year's regional championships. They knew that *Classic Edition* would make up around 20 percent of the pool of legal cards in Standard tournaments, so they calculated the 100 most played cards from Regionals' top decks and put 20 of them in the set.

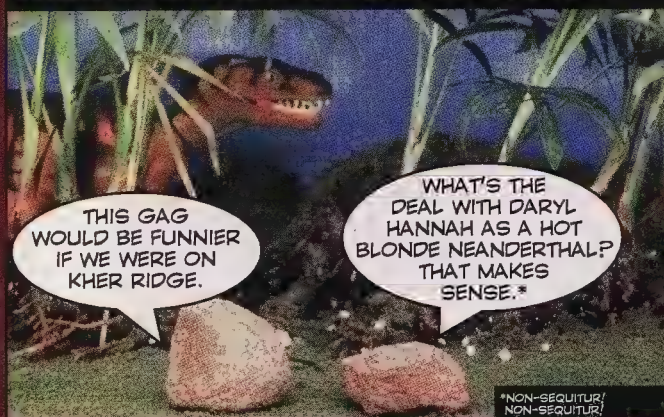
InQuest Gamer Presents:

A Completely Unreliable History of

MAGIC

The Gathering

In the days when dinosaurs walked the Earth and Erik the good Sleestack was lusting after Holly, *Magic* cards were just rocks.



*NON-SEQUITUR/
NON-SEQUITUR!



OUIJA BORED Tired of the same old *Magic*? Well, *Classic Edition* is really shaking things up.

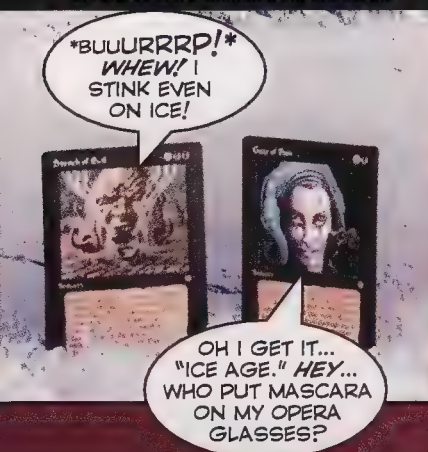
Look for popular tournament cards like Chill, Uktabi Orangutan and Hammer of Bogardan to resurface at Standard tournaments in the near future. Also look for River Boa and Pillage—they're getting rotated in too. A number of the popular tournament cards from *Fifth Edition* remain in *Classic*. Armageddon isn't leaving, and neither is Earthquake or Llanowar Elf.

There are, of course, lots of old classics and basic, staple cards in *Classic Edition*. Giant Growth, Bog Wraith and Prodigal Sorcerer are all in and "probably always will be." Disenchant, Counterspell, Drudge Skeleton and Elysh Archers also make return appearances. Some new classics like Shock and Pacifism are in *Classic Edition* and will probably stay in the basic set for many years to come.

A few older cards that have probably been gathering dust in your closet are also making their return. Mana Short is back along with Obsidian Golem and Fire Elemental. Multiplayer players will be happy to know that Syphon Soul is being brought out of retirement too.

Finally, a lot of "first chancers" from *Alliances* and the *Mirage* block got rotated in. Creeping Mold is in *Classic Edition*. So are Volcanic Dragon, Celestial Dawn and Final Fortune. Infernal Contract is in, though it may not be as powerful without Cadaverous Bloom or Squandered Resources to go with it. The artifact-or-land-destroying Pillage is also in and might allow red decks to return to a more control form like the old-school Slich decks.

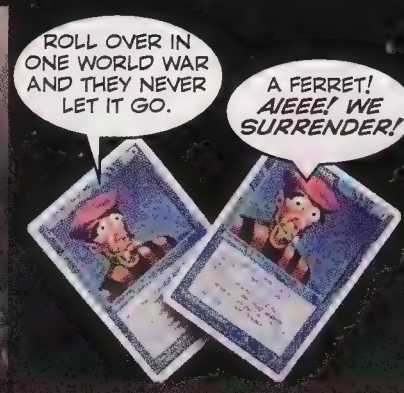
But then came the Ice Age and all but the hardest and most warmly dressed creatures were snuffed from the Earth.



In the Middle Ages, famine and pestilence threatened to kill everyone with an English accent.



Then France surrendered.



FUTURE IMPERFECT

There have been a lot of future plans for *Magic* in the past that never quite worked out. Here are some of the most infamous:



- **Magic Dead in '94:** Did you know that *Ice Age* was originally going to be a different game, possibly with different card backs, and that "The Gathering" was going to be phased out? The idea was to retire the basic set and repeat as much as 50 percent of it in *Ice Age*, which would then be the only game in town. Public outcry stopped this plan.

- **Different Colored Backs:** The first *Magic* expansion set came close to having different colored backs. *Arabian Nights* was always intended to blend in with Beta, but *WotC* thought people might want to know which expansion sets their opponents were playing with. Can you imagine if every expansion set had different backs? All you'd have to do is look at the top of your deck and you could probably figure out what card you'd be drawing. Common sense won out and the *Arabian Nights* card backs were changed to match Beta.

- **Poison...Bad!** *Urza's Saga* was almost loaded with poison creatures, but the designers decided that the cards weren't up to their normal high standards of quality, so they axed them all.

- **All-time Worst *Magic* Card:** Another card that didn't quite measure up to the design team's high standards was the Jinxed Brooch. This card almost appeared in *Exodus* and was designed to combo with Jinxed Idol and Jinxed Ring. Jinxed Brooch would require your opponent to sacrifice a non-Jinxed permanent whenever he took damage during his upkeep. However, without the combo, Jinxed Brooch was "possibly the worst card in *Magic*," says Rose, and so they scrapped it.

Rules Changes

The biggest impact of *Classic Edition* will probably not come from the changes to the card pool, but instead from the rules changes that accompany it. Lots of people have complained that the rules have gotten too complicated, what with all the rulings and errata that have come out in recent years. All those patches (not to mention a couple of literally unanswerable questions) are evidence of a problem. "The basic structure of the rules was beginning to break down," explains Rose. "We felt it was better to have a little pain now so we'll have a rules system that will last and *Magic* can become a classic game like chess or Go."

Here are some of the bigger rules changes and some examples to help ease you into the new *Magic*:

- **Combat:** It sees the biggest changes. First of all, tapped blockers do damage. It will no longer do you any good to tap your opponent's creature after he declares it as a blocker. While this makes tap effects like Jolt and Master Decoy a little bit weaker, any creature with a creature ability that requires you to tap it is better.

- **Example:** A 1/1 Prodigal Sorcerer can single-handedly take down a 2/2 by blocking it and then shooting it. The 1/1 Angelic Page can also take down a 2/2 by pumping itself up before damage is dealt.

- **Damage Prevention:** Combat damage works differently now too. There used to be a really complicated series of damage prevention steps, but now damage prevention spells work like anything else—you cast them in response to whatever damage you want to prevent.

- **Example #1:** If I block your 2/2 Grizzly Bears with my 2/2 Pearled Unicorn, they deal two damage to each other and then I can respond to this damage by adding a Healing Salve to the stack. When my Healing Salve resolves it creates a three-point damage "shield" around my creature. The shield will prevent the next three points of damage dealt to my Unicorn until the end of the turn.

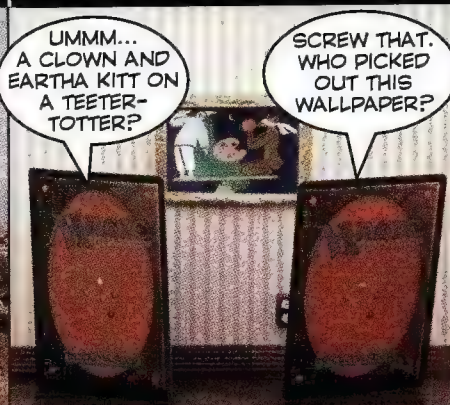
- **Example #2:** If my 4/4 Serra Angel is blocking your 4/4 Sengir Vampire I can let the creatures deal damage to each other and then cast Unsummon on my Angel. Since Serra already dealt her damage, your Vampire will still die. However, my Unsummon means Serra isn't around to receive the four points from the Vampire.

- **Death at Zero:** Remember all those annoying Pros-Bloom decks that would cast Vampiric Tutor and Infernal Contract until they were at zero life? Sometimes they'd even drop down to negative 10! However, one big Drain Life later they were at a positive life total but you were dead. That never did seem fair and now the rules agree with you. As soon as you hit zero, that's it—start shuffling.

Cowboys later showed up and paved the way for Clint Eastwood to make a living.

The roaring '20s saw somebody write *The Great Gatsby* and post-impressionist art was all the rage.

The '60s were an age of peace, love and the ready availability of hallucinogenic drugs.



MAGIC: THE NEXT CENTURY

Example: My opponent's got a slew of cards in his hand, but is only at two life. Trying to stay alive, he attempts to cast Gerard's Wisdom and gain two life for each card in his hand. In response, I Shock him for two points. He dies before the Gerard's Wisdom resolves.

• **Comes into Play Abilities:** You can now respond to comes-into-play abilities with any sort of fast effect, so, for example, after an Uktabi Orangutan comes into play and an artifact is targeted for destruction, you can respond by using that artifact (or doing any other fast action).

Example: A Bone Shredder enters play and targets my Frenetic Efreet with its creature-elimination ability. I can then flip a coin to see if my Frenetic Efreet phases out and escapes destruction.

• **No More Interrupts:** Counterspell, Dismiss and all the other spells that used to be interrupts are now just instants that can target spells. There wasn't any real reason to have a whole separate class of spells and a whole set of timing rules devoted just to permission, so WotC got rid of it.

Example: Power Sink just got weaker, since the guy getting Sunk can still use his mana to cast instants before the Sink resolves. The buyback Forbid also takes a hit, since your opponent can now respond with instants before the Forbid comes back into your hand.

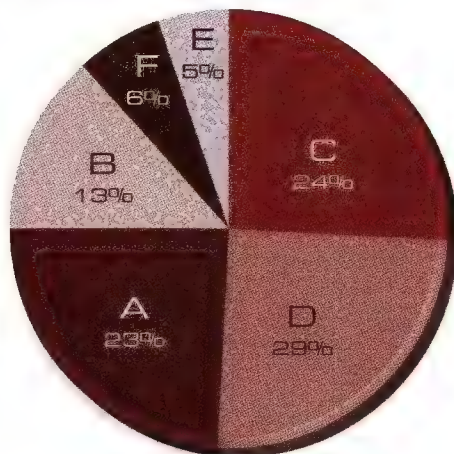
• **The Unified Stack:** The biggest change that comes from the new, unified "stack" is that you can now do something after a stack starts to resolve. Let's say your opponent casts Armageddon and you don't have a Counterspell. You can cast Impulse and go looking for one. Once the Impulse resolves and you pick a card, it's no longer too late to use that card to counter the initial Armageddon.

Example: Your opponent casts Armageddon; in response, he sacrifices all his lands to the Zuran Orb to gain life for the "soon to be destroyed" lands. As the last land is sacked to the Orb, you respond by Countering the Armageddon. Your land is safe; your opponent's isn't.

These rules changes may sound complicated or counter-intuitive, but that's the way it's always going to be with something different. With all of *Magic* getting a facelift come April, why don't you check out the new look yourself and see what you think. As Bill Rose puts it, "Classic Edition rules may seem complicated, but it would take twice as much room to explain how things work under *Fifth Edition* rules."

If you want to read more of Randy's thoughts on Classic Edition, pick up a copy of the Official Classic Sixth Edition Game Strategy Guide, due out at bookstores in May.

What would you like to see as the next big *Magic* property?



- A. Online Game
- B. Cartoon
- C. Movie
- D. Roleplaying Game
- E. Theme Park
- F. Other

Everybody wants something different... And there're enough everybodies to support just about anything related to *Magic*. Voters were pretty evenly split between an *Ultima Online*-like game and a movie, with a *Magic* RPG narrowly winning out. In the "Other" category, everything from *Mortal Kombat*-type video games with creatures, to breakfast cereals—"They're always after my Urza's Charms"—to behind-the-scenes videos on the *Magic* design team. However, we're betting around here that the mana symbol-embossed dog collar and leash probably won't make it past the approval stage.

The '90s were rocked by scandal and paranoia as a president was impeached, the world dreaded the coming of the new millennium...

...AND I GOT BANNED BY THE DCI. WHAT A CROCK.

DUDE, WHERE'S YOUR MOUTH?



And the future? With the exception of Dionne Warwick, no one can say what the face of *Magic* will be in the new century...

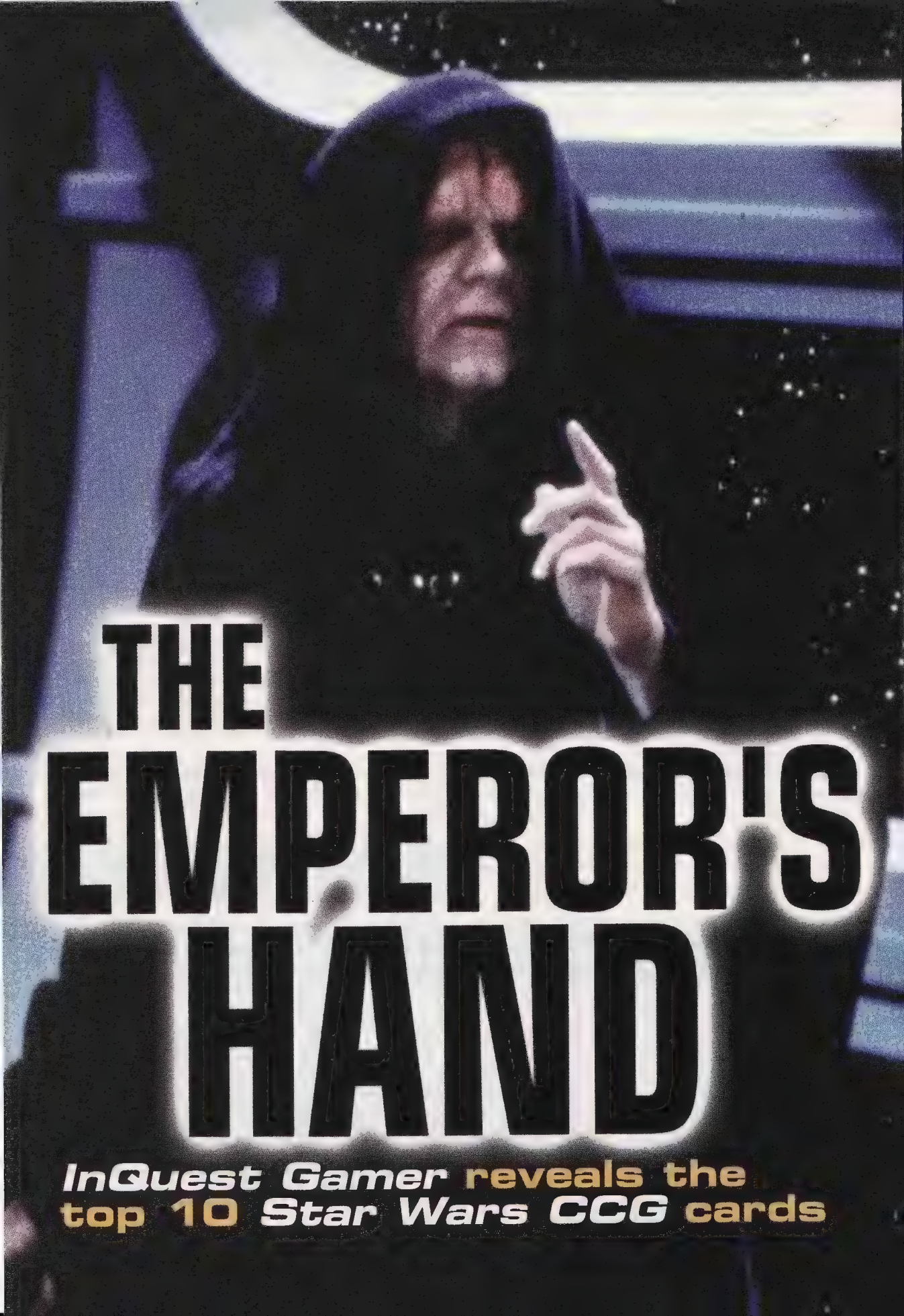
YOU DID IT, YOU FINALLY DID IT!!

DID WHAT? AND WHY ARE YOU YELLING?

HEY, YOU GUYS TRY THIS "SOYLENT GREEN" STUFF? MMMMM-TASTY!



THE END



THE EMPEROR'S HAND

InQuest Gamer reveals the
top 10 *Star Wars CCG* cards

Stormtroopers were the Emperor's undoing. If they hadn't been so inept, they would have captured Luke long before he became a Jedi and they certainly wouldn't have been overrun by a bunch of midget wookiee-wannabes. Of course, this is no news to veteran *Star Wars CCG* players. If you want to obliterate your foes, you need the best of the best—and the men in white ain't it. So which cards should the Emperor have recruited if he didn't want to get the shaft?

We scoured through mounds of *Star Wars* cards—1,573 different ones to be exact—to pull the 10 best. But if you think the likes of Luke Skywalker and Boba Fett made the list, it is you who are mistaken about a great many things. Our list is based on more than just name recognition; they're judged on criteria like playability, power and usefulness in a wide variety of decks. Some cards may be considered better than another in some areas but have been left off the list due to one or more restrictions. Yoda, for instance, may have made the list for his usefulness and high ability, but got left off due to his lack of power and deployment restriction.

by Jerry Fredricks



10 HIDDEN BASE

Easily the best objective in the game, now that operatives have been errata'd, Hidden Base turns good Light space decks into great Light space decks. The front side of the objective allows you to deploy one system per turn from your reserve deck, speeding any space deck up substantially. Once flipped, it creates a Force denial situation by demanding that your opponent spend one Force before drawing a card. As if that weren't enough, you can also cancel two of your opponent's Force drains each turn.

Hidden Base is a strong card, but it's limited to certain kinds of decks. Also, a well-prepared opponent will know what to expect from one of these decks and will be ready to cancel your objective by probing at opportune times.

5 UNDERCOVER

This potent effect can be deployed on any of your spies at a site. While Undercover, your spy cannot be battled or targeted by weapons in a battle, and most importantly, this effect prevents your opponent from Force draining at that site. Is your opponent draining you for four or five at a site where Vader, Tarkin and a whole crew of Imperials are present? One spy with an Undercover takes care of the problem without throwing half your deck at your opponent's horde.

This effect complements other strategies, making it more versatile than Hidden Base. It's one of the top cards in the game because you don't have to change your basic deck strategy, but you do need to find room for both the spies and the Undercovers. Also, it does little against all-space decks other than supply a five-destiny.





6 GRIMTAASH/MONNOK

The ultimate counter for any deck type that uses multiples of key cards, Monnok and Grimtaash allow you to eliminate any duplicates in your opponent's hand for a measly four Force. Both interrupts can also be used to force your opponent to discard down to eight cards if he has 13 or more. However, these days most players take precautions against Grimtaash/Monnok during deck construction, making it less useful than it was a year ago.



7 NABRUN LEIDS/ELIS HELROT

The ultimate transport card, Nabrun and Elis allow you to transport your characters to practically anywhere on the table at any time. They are best used to move a huge fighting force from a good Force drain site to any other site where your opponent can be easily beaten to death. Card for card, Nabrun and Elis will do much more damage than Grimtaash and Monnok, allowing you to control when and where a crushing battle takes place.



8 MILLENNIUM FALCON

The best starfighter in the game has it all: great hyperspeed, potential immunity to attrition and a boatload of interrupts and effects that make it better. Even ground-based Light decks would be wise to include this card in case a little firepower is needed in space. Load up the *Falcon* with Captain Han Solo and Chewbacca to get two destiny draws and control of your choice of one of your opponent's systems. However, most decks are ground-based, which limits the *Falcon's* usefulness at times.



5 EXECUTOR

Without a doubt, the *Executor* offers the biggest impact of any single card in the game. A whopping 12 power and immunity to attrition less than 12 make it a menace even when it's alone. Add one pilot to it for a destiny draw, and this beauty can control the system of your choice. It is only limited by its high deploy cost.



4 SENSE

There are 379 interrupts in the game—more than any other card type—and Sense cancels all but 17 of them. This ultimate interrupt is a staple in every *Star Wars* deck, despite several magic bullet cards that have tried to limit its usefulness. In a control-oriented game, the player who wins the Sense/Alter wars is almost assured of victory.



3 OBI-WAN KENOBI

What's not to love about the old man? He's one of three characters with an ability of six or higher—perfect for all those Senses—and one of five characters with a power of five or better. He's immune to attrition less than five, and his ability to send characters away is awesome. Most importantly, he gets to use the potent Obi-Wan's Lightsaber to cleave through opponents.



2 HAN WITH HEAVY BLASTER PISTOL

Since the *Enhanced Premiere* set offered up this Light side gem, players have used one word to describe this card—"broken." The frosty Han has card economy like no other card in the game. He's got great power for deploy cost and a built-in weapon. He can pilot the *Millennium Falcon* as well as Captain Han. He's got the ability to draw extra battle destiny when hanging out with Luke or Chewbacca. Most importantly, he can deploy anywhere. He doesn't have immunity to attrition, but then, neither do the other versions of Han.

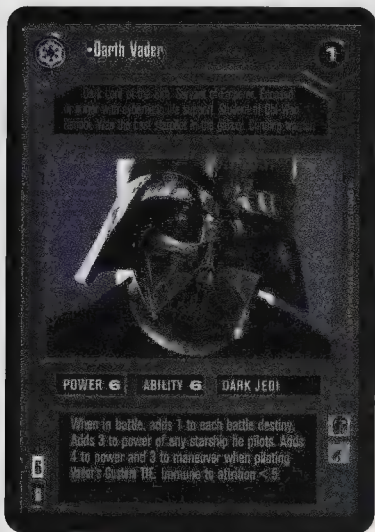
Han beats Obi-Wan out for the number two spot because of his versatility, adding the piloting skill and built-in weapon the old man lacks. With no drawbacks to speak of, there's only one reason Han isn't numero uno; his outfit doesn't include a black cape and weird-ass helmet.



MAUL SHOPPING Since the new prequel game isn't going to be out for months, we'd love to see Decipher put out a few of the more popular "Phantom" characters as *Star Wars CCG* cards. Kinda like this one.

You probably know by now that Decipher has obtained the "Phantom Menace" license, and with it, the right to produce any number of products based on the characters and events in "Episode One." A starter-level product named *Young Jedi* has been announced, but mum's the word on how the advanced game will work. If we were working on developing the prequel game, here are some of the things we'd be sure to include:

- **COMPATIBILITY WITH THE EXISTING STAR WARS CCG.** We can't stress this one enough. Who wouldn't want the opportunity to have Darth Vader take on young Anakin Skywalker or have Jar Jar Binks and Chewie hang side by side so they can compare notes on being lovable sidekicks?
- **MORE THAN ONE VICTORY CONDITION.** The only way to win in *Star Wars* is to run your opponent out of cards. While it's still an original victory conditions, it would be nice to have others. For example, maybe a Trade Federation player could win by economic domination.
- **POLITICAL ACTIONS OR VOTES.** Since the Jedi Council and the Senate are important parts of "The Phantom Menace," why not create card types or mechanics similar to *Babylon 5's* voting or *Vampire's* political actions? It should be just as important in the prequel game to control the politics of the table as it is to control the characters.
- **LOTS AND LOTS OF JEDI.** Lots and lots of lightsabers. Most importantly, a way for Jedi to initiate duels without requiring specific cards.



DARTH VADER

The moment Vader is deployed, he changes the entire scope of the game. With a power of six and immunity to attrition less than five, he can go anywhere he wants to go. His ability to add one to each battle destiny drawn guarantees you never drawing a zero and makes your opponent's immunity to attrition that much easier to overcome. Best of all, Vader comes in more than one flavor: the Dark Lord Of The Sith from *Special Edition* has the ability to choke Light characters in a battle, and Vader with Lightsaber gives the Dark player an easy way to Hunt Down And Destroy The Jedi. He also has six ability, and Vader's Lightsaber makes him a Force draining machine. What more could you ask for?

Jerry Fredricks plans to use the Jedi mind trick to get into "The Phantom Menace" on opening day.

BIG BANGS

Science Fiction's 50 Greatest Moments

"Soylent Green is made from. . . p-e-o-p-l-e!" The Tyrannosaurus Rex first stomping onto the scene in "Jurassic Park." As science fiction buffs we remember these scenes more fondly than our first kiss, our first job—which we're actually trying to forget—or graduation day. And remember when the "Independence Day" aliens blew up the White House? Certainly among the coolest sci-fi moments.

Sounds like the makings for another great article. And you know how we at *IQ Gamer* love lists. For this one, we polled our writers, friends and the hard-core aficionados who visited our web site to come up with the 50 most memorable science fiction film and TV moments ever. Yes, ever! Don't argue, just read.

By Charlene Brusso, Matthew Saunders and the *IQ Gamer* staff

"Independence Day" photo courtesy of Everett Collection



50 WHITE HOUSE EXPLODES

Independence Day

The president of the United States barely makes it onto Air Force One before a massive blast from an alien ship hovering above the White House disintegrates the embodiment of American democracy. These aliens have arrived by the thousands, and their immense flying saucers have stationed themselves around key world cities. They mean business, and it's all-out war for humanity's survival.

49 VISITORS EAT RATS

V

TV reporter Mike Donovan nearly wets himself after sneaking aboard a mothership and discovering Visitor leaders Steven and Diana stretching wide their seemingly human jaws to gulp down a pair of live rodents—as well as laying out their invasion plans. Aliens from a dying world, the Visitors proclaimed that they had come to Earth seeking to share the planet's abundant resources, in exchange for sharing their technology and knowledge.

48 FIRST BOOK BURNING

Fahrenheit 451

In a totalitarian future, firemen still serve and protect society. And when the alarm sounds, the dedicated public servants race off in their red fire engine to save lives. Sirens wailing, the firemen quickly speed to the endangered home, arriving just seconds after its owner flees. But rather than pulling water hoses from their truck, the firemen hurriedly gather a stash of hidden books and dump them on a

portable grill. Sworn to protect the social intellect, fireman Montag steps forward, turns on his flame thrower and torches the illegal books.

47 SNAKE DESTROYS SPEECH

Escape from New York

Manhattan's been turned into the maximum security prison for the entire country. But things get complicated when the president crashes there. With only 24 hours before the president must deliver a crucial tape of information to a peace summit, disgraced war-hero "Snake" Plissken is recruited to rescue him. However, when the president proves ungrateful after his rescue, Snake secretly switches tapes and rebelliously destroys the president's.

46 MAN OF STEEL'S FIRST APPEARANCE

Superman: The Movie

Lois is in trouble! And when Lois is in trouble, can Superman be far away? It's a classic moment as goofy Clark Kent looks quizzically at the exposed public telephone, as if wondering where the booth that goes with it has gone. But an alley will serve as well as a phone booth for a quick change, and with an "Excuse me" to the man admiring his cape, Superman appears to save the day; in the nick of time as always, he catches the plummeting Lois and—after a moment of panic and astonishment from the crowd below—the helicopter that followed her.

45 OUTSIDE THE PLEASURE DOME

Logan's Run

Escaping his pursuers, Logan's unprepared for what he finds when he finally gets outside the dome city—a long-abandoned and forgotten Washington D.C., lying in ruins and overgrown with vegetation. It turns out Logan's hedonistic 23rd century society where people pursue promiscuous, pleasure-filled lives is all that's left of America.

44 MANKIND'S KNOWLEDGE TURNS TO DUST

The Time Machine (1960)

After a scientist from turn-of-the-century England constructs a time machine, he uses it to visit the



future. What he finds are young, blonde humans, leading lives of total serenity. Something doesn't feel right about these "Eloi," though—a suspicion confirmed when they lead him to their "library." After he pulls a book from a shelf and opens it, it falls to powder in his hands. Unfortunately, they no longer have need of such knowledge.

43 QUILLA ON THE MENU

A Boy and His Dog

Vic and his telepathic canine sidekick Blood travel across a post-nuked America with no greater goal than survival. But then Vic meets a girl, Quilla June, who takes him to an underground community. Blood stays on the surface, while Vic goes below, and life seems good—until he realizes they only want him to replenish their gene pool. Vic escapes back to the surface with Quilla following and finds Blood starving to death. Pragmatic Vic kills Quilla... followed by a scene with Vic and his best friend chowing down beside a roaring fire.

42 "IT'S ALIVE!"

Frankenstein

An operating table holding the doctor's patchwork man ascends toward the lightning storm amid declarations of his own insanity, declarations that reach a crescendo of madness amidst the thunder. With the first twitch of life in his new man, Dr. Frankenstein realizes what it is to be God... and can't handle the power.

41 HANDSHAKE SHOWS CATASTROPHIC FUTURE

The Dead Zone

When regular guy Johnny Smith shakes hands with visiting politician Greg Stillson, he sees flashes of the future: a terrible future of global war perpetuated by the deranged president of the United States—



Fahrenheit 451 photo courtesy of Everett Collection; Logan's Run photo courtesy of Foto-Festivals

40



Stillson! Smith awoke with the power to see the future of things he touches after emerging from a five-year coma. Now, armed with this power, he must stop Stillson, or the world will die by fire.

40 DISEMBODED THING LIVES

The Thing (1982)

A team of scientists in the Antarctic discover what seems to be a space ship frozen in the ice and accidentally release a murderous alien capable of shapechanging to look like any kind of animal... or human. After several of a second research team die violently, the survivors corner "The Thing" and decapitate it—only to find out just how unstoppable it is as the disembodied head sprouts skinny spider's legs and scuttles away.

39 SAUCER RISES FROM ANTARCTICA

The X-Files: Fight the Future

Confirmation of the truth behind U.F.O.s has remained ever elusive for the duo—until now. When Scully's abducted, Mulder tracks her to a secret government facility buried beneath the Antarctic's icefields. He finds her, but the pair are chased back to the surface by alien guards. As the agents get clear of the installation, the ground begin to rumble, and the facility slowly rises into the air, revealing itself to be the mother of all flying saucers.

38 TENTACLE MIMICS HUMAN FACES

The Abyss

An undersea oil rig and its crew are recruited by the Navy to recover a sunken nuclear submarine. Backing up a no-nonsense team of Navy SEALs, the rigger crew finds more than they bargained for—alien and mysterious glowing creatures. The humans learn the aliens are just as curious about them when a watery tentacle enters the rig. The humans meet the alien tentacle face-to-face and watch as the tentacle's tip mimics their faces.

37 BLOOD CELLS ATTACK SHIP

Fantastic Voyage

To save a dying scientist, a crack medical team and a mini-sub are miniaturized and injected into the scientist's bloodstream, where they must journey to the brain to destroy a bloodclot. After surviving dangerous whirlpools while passing through the heart, the team is attacked by hostile white blood cells, which see the sub as a foreign entity which must be destroyed. The big, blobby leukocytes engulf the ship and foul its propulsion system, forcing the team to leave the sub and fight them hand-to-hand.

36 BERSERK BIKER MEETS SEMI-TRUCK

Mad Max

As one of a dying breed of highway patrol cops in a post-apocalyptic future, Max has his work cut out for him. His archnemesis Toecutter leads a psycho biker gang that terrorizes the roadways and murders Max's partner and family. This makes Max mad, and he decides it's time for some payback. He reserves the ultimate justice for Toecutter who, during a high-speed chase, crests a hill and smacks head-on into a semi.

35 ROBOCOP BLOWS AWAY DICK JONES

Robocop

In near-future Detroit, a dead police officer finds himself resurrected as a prototype police cyborg. "Robocop" tracks down his killer—Dick Jones, a leading official of the company that runs the police department and built him. When Robocop confronts the criminal in front of the company

bosses, the cyborg is powerless to do anything, as Jones had him programmed never to harm any employee of the company. Helpless, that is, until the company's director fires Jones, instantly allowing the cyborg to blast Jones and send him plummeting stories to his death.

34 DEATH OF DEEP THROAT

The X-Files, "The Erlenmeyer Flask"

F.B.I. agent Fox Mulder can trust no one except for Deep Throat. A well-connected government official with ties to the secret figures behind the U.F.O. conspiracy, he has emerged from the shadows to aid Mulder. But when Deep Throat leads Fox and his partner to a clandestine facility housing alien embryos, he's gone too far; his associates gun him down in front of the stunned federal agents. And with him dies the truth.

33 CREATURE HITS FORCE FIELD

Forbidden Planet

Sent to investigate the status of a deep space colony, Commander Adams' space cruiser lands on Altair-4. Adams and his crew are greeted by Dr. Morbius and his daughter, the only survivors of an invisible monster's attack years before. When the creature returns and begins slaughtering Adams' crew, they erect forcefields around the ship. But they quickly realize the shields are useless when the roaring creature's gigantic body, begins slamming into the shields and shrugging off dozens of laser blasts.

38



32 BATTY SAVES DECKARD

Blade Runner

Deckard was hired to hunt down rogue replicants, androids who'd gone into hiding on Earth; now, he's down to the last and most dangerous, Batty. But the murderous machine has turned the tables on the cop and cornered him in a derelict building. As



33

Deckard dangles from a ledge what seems like miles above the street, Batty chooses to pull his tormentor to safety. "Quite an experience to live in fear, isn't it? That's what it's like to be a slave." Batty has proved himself to be more human than Deckard, despite his artificial soul.

31 SURROUNDED IN THE DESERT

Day of the Triffids

The brilliant glow of a falling meteor blinds every human who sees it. Those who aren't left blind soon discover the meteor's light has activated some mysterious space spores, which grow into giant, man-eating, walking plants called Triffids. A small group of sighted people set off to find a safe place. However, one morning, they wake to find the hum of the electrical fence guarding their complex has attracted every triffid in the area. Trapped, the terrified humans must figure out a way to escape the sea of triffids which ranges as far as the eye can see.

30 DOOMSDAY SURVIVOR'S GLASSES BREAK

The Twilight Zone, "Time Enough at Last"

When Henry Bemis accidentally survives a nuclear war while reading in the bank vault during his lunch break, he discovers he's finally free from his wife and boss' disdainful nagging. Not unhappy about recent events, he begins gleefully stockpiling books from the library's ruins. But just as Bemis settles down to read his first one, his glasses slip off his nose and shatter, trapping him in a blurry world forever.

29 PICARD SEES FIVE LIGHTS

Star Trek: The Next Generation, "Chain of Command, part II"

Captain Picard is captured during a clan-

destine mission to sabotage an illegal Cardassian bomb. As a prisoner he becomes the subject of intense torture by Gul Madred. Madred tries to break the Federation officer by making him admit he sees five lights when there are only four. Just before he's freed, Picard finally breaks and—although he doesn't actually admit it until he's back aboard the *Enterprise*—really sees five lights.

28 SUPERMAN CRUSHES ZOD'S HAND

Superman II

Zod is the leader of three Kryptonian super-criminals, with powers just like Superman's. They force the man of steel into a machine which will remove his powers; however, Superman has pulled a switch. When the lights go on, he is protected inside the crystal chamber while the powers are stolen from the criminals. Unknowingly, Zod orders Superman to kneel and take his hand... which he does, much to the painful surprise of the evil general, as Supes crushes it easily.

27 "KLAATU BARADA NIKTO"

The Day the Earth Stood Still

At the height of the Cold War, a mysterious spaceship carrying Klaatu and his 8-foot tall robot sidekick Gort lands in the middle of Washington, D.C. Klaatu is wounded by a trigger-happy soldier and taken for treatment. Gort—who can disintegrate targets at will with a laser-like beam from his head—stands guard outside the ship. As the hours count down, Klaatu befriends a

woman and reveals that if he doesn't reach the ship in time, Gort is programmed to destroy the Earth. Sneaking back to the ship, she carries the message which countermands Gort's directive: the immortal phrase, "Klaatu Barada Nikto."

26 EARTH'S LAST PLANTS HEAD INTO DEEP SPACE

Silent Running

When Earth is ravaged by nuclear war, the planet's last remaining vegetation is transplanted to biodomes orbiting Saturn. There, the salvaged forests are cared for by Freeman Lowell, who struggles futilely against his callous shipmates to preserve his beloved plants. When the crew is ordered to blow up the biodomes and return home, Lowell refuses and kills his crewmates to prevent them from fulfilling the order. But fearing the rendezvous ship will finish the job, he blows himself up as a diversion while sending his green-thumbed robot and the sole remaining biodome safely into space.

25 "SOMETHING WONDERFUL" HAPPENS

2010

The big black monoliths from "2001: A Space Odyssey" are back. Astronauts sent to explore Jupiter's moons find them and the old *Discovery* spaceship along with the HAL 9000 computer. While trying to figure out what HAL's been up to for the last nine years, the astronauts repeatedly encounter the cryptic message that "something wonderful" is going to happen. The viewer is never quite sure what this is until the monoliths dive into Jupiter, increasing the planet's mass so much it ignites into a star, providing the necessary light and warmth to make another habitable planet in our solar system.

24 STARSHIP SABOTAGED

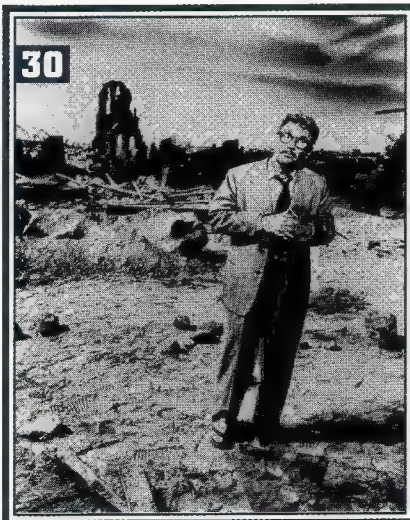
Contact

After Earth receives a radio signal from deep space containing schematics for building a high-tech starship, the Earth's resources are dedicated to building the huge project. But as the installation is undergoing final testing, a religious fanatic detonates a bomb. The ship, the crew and its launch facility are blown to bits in a catastrophic explosion, seemingly ending man's hope to explore space with the new technology.

23 "DARTH VADER" THREATENS GEORGE MCFLY

Back to the Future

Marty will cease to exist if his teen-aged future father fails to ask his future



30



mother, Lorraine, on that fateful first date. The problem: Besides a huge inferiority complex, George McFly is a sci-fi geek who won't miss his favorite radio show, "Science Fiction Theater." So enter Marty—already having been mistaken once for an alien—in his radiation suit, armed with only a Walkman, a hair dryer and a lot of creativity. "Darth Vader from the planet Vulcan" threatens to melt George's brain if he fails to win Lorraine.

22 SHERIDAN'S SACRIFICE ON Z'HA'DUM

Babylon 5, "Z'ha'dum"

John Sheridan went to Z'ha'dum to learn the truth about his wife and did, much to his sorrow. She had become an agent of the Shadows, lost to him forever. Now trapped between them and certain death, Sheridan implements his plan. As his ship—carrying a nuclear device—crashes through the dome of the Shadows' city, Sheridan leaps into a seemingly bottomless chasm. It was a suicide mission. He knew it all along and still chose death and the truth over all other options.

21 KIRK SACRIFICES EDITH KEELER

Star Trek, "The City on the Edge of Forever"

Dr. McCoy accidentally travels to Earth's past and changes history, altering events so that the Federation no longer exists. To save the future, Kirk and Spock follow him back to the 1930s where they meet a beautiful social worker named Edith Keeler. Kirk falls head over heels in love with her, only to discover that she must die in order to restore the proper timeline. Torn between love and duty, a devastated Kirk

reunites with McCoy, just in time to see his love rundown by a truck.

20 ALIEN KIDNAPPERS

Close Encounters of the Third Kind

In Muncie, Indiana, dozens of homespun townsfolk stand witness to repeated U.F.O. sightings, sightings filled with numerous colorful ships. The E.T.s seem just as interested in the amazed residents, particularly in young Barry Guiler. Descending upon his home like a rolling storm, the ships' electromagnetic energy assails the house, sending toys and appliances whirling about wildly as the dancing lights draw Barry to the door. But when Barry's mom tries to catch him, he slips through the pet hatch, hovering briefly between her hands and an unknown force before quietly slipping up and away.

19 ALIENS MASSACRE MARINES

Aliens

When contact is mysteriously lost with a colony stationed on the planet where Ripley and her ill-fated *Nostromo* crew



first encountered the deadly alien, the Marines are sent to investigate. Cocky, arrogant and armed to the teeth, they're eager to begin "killing lotsa bugs." But all their bravado is meaningless when they enter the aliens' hive while searching for survivors. The blips on their motion-detectors begin slowly, as one, two, then dozens of aliens descend on their position. And when the biomechanical nightmares begin dropping from the ceiling, the massacre commences.

18 FIRST APPEARANCE OF T-REX

Jurassic Park

The storm in the night sky reaches a thunderous crescendo as sparks from the shattered electrified fence dance across the muddy road. Inside one of the jeeps, the paleontologists suddenly grow silent as a deep rumbling can be heard in the dis-

tance. The cup of water on the dashboard begins to tremble. Slowly, the T-Rex moves up to the vehicles. The children scream as their flashlights reflect off the enormous reptilian eye looking back at them though the jeep window rapidly fogging over from the hot breath of the dinosaur. They've drawn its attention and must now deal with its insatiable hunger.

17 PREACHER INCINERATED BY MARTIANS

The War of the Worlds

After a meteor falls to Earth in California, the simplistic townspeople are excited, hoping to turn it into a money-making sideshow. But their joy quickly turns to fear when the rock reveals itself to be a Martian spaceship, the first to begin landing around the world. Hoping to defeat the would-be invaders, the U.S. military surrounds the ship. But the local preacher, Pastor Collins, wants to give peace a chance, and approaches the ship, quoting scripture. Seemingly intrigued, the ship briefly pauses, then blasts Collins to kingdom come.

16 UNSTOPPABLE T-1000

Terminator 2: Judgment Day

The T-1000 Terminator is the ultimate killing machine. Composed of shape-changing metal, it's impervious to injury and can morph its body into any number of weapons or people. Even freezing it solid can't stop it. After the T-1000's frozen form is shattered, the heroes sigh with unified relief. But before the group can start rejoicing, the terminator's remains begin to melt from the nearby heat and slide slickly across the ground to reform.

15 LONDO WATCHES BOMBING

Babylon 5, "The Long Twilight Struggle"

With substantial help from the powerful Shadows, the Centauri blast their way to the Narn homeworld and begin devastating the planet. As Londo watches the unre-

lenting bombardment from a viewport, you can feel his horror, as he's confronted for the first time by the attack's mercilessness and the high cost of his ambition.

14 ANDROID GUN-FIGHTER'S FIRST KILL

Westworld

Expecting the gunslinger in the android-populated amusement park to fire blanks, Peter Martin accepts the call-out. But the challenging robot has malfunctioned and loaded his gun with real bullets. The duel ends with Peter dead and his friend John realizing that something's gone terribly wrong, as the gunfighter begins to pursue him with deadly intentions.

13 RIKER GIVES ORDER TO FIRE

Star Trek: The Next Generation, "The Best of Both Worlds, part 1"

Commander William T. Riker's decision: Can he kill his captain? As Locutus of Borg, Jean Luc Picard holds the fate of the Federation in his hands. So when the *Enterprise* crew manages to whip together a weapon that just might destroy the Borg juggernaut—the cube that has devastated the forces of the Federation and threatens Earth itself—Riker puts his feelings for his friend aside and orders the crew to fire on the newly converted human-borg liaison.



12 DESTRUCTION OF THE ENTERPRISE

Star Trek III: The Search for Spock

Outgunned and desperate to save hostages on the planet below, Kirk prepares to surrender the *Enterprise*—but that's not the James T. Kirk we know and love. He doesn't believe in the no-win situation. So he tricks the Klingons into coming aboard and blows

up the ship. As he stands on the planet below, watching the flaming hulk of that he loves most in this world cross the sky, he pleads "My God, Bones, what have I done?" And his friend answers, "What you had to do... What you always do... Turn death into a fighting chance to live."

11 "YOU'RE TERMINATED..."

The Terminator

Even after its human flesh is burned away, the endoskeleton of the T-100 series Terminator continues its mission—to kill Sarah Connor. There seems to be no way stop this thing. No matter how heavily damaged—whether gunned down, burned to a crisp or blown in half—it will never end its pursuit until its target is dead. That is, until Sarah crushes the mechanical demon in a hydraulic press she had crawled through to escape it. Her last words are both ironic and sum up the survivor she has become: "You're terminated."

10 FROM BONES TO SPACECRAFT

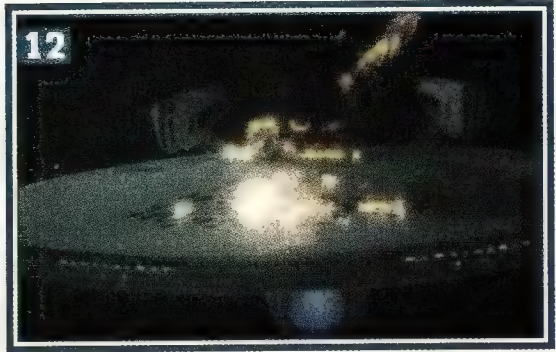
2001: A Space Odyssey

The opening sequence of this classic shows the "dawn of man" as apelike humanoids learn that the bones of their prey make formidable tools—and weapons, to use against enemy tribes. It is the first step in their evolution into beings ruled by intellect rather than instinct. And no scene is more poignant in depicting this step than when one of the apes throws a bone into the air, twirling end over end until it reaches the blackness of space and is replaced by an orbiting missile platform.

9 SECRET OF SOYLENT GREEN

Soylent Green

Overpopulation has strained Earth's food resources to the limit. So when the government announces an affordable new seafood biscuit called Soylent Green, it's well received. Police detective Thorn, however, begins to suspect something fishy's going on. He investigates and discovers the truth, but before he can get the word out about the government's dirty secret, security forces neutralize him. Mortally wounded, he's



hauled away on a stretcher shouting his gruesome discovery: "Soylent Green is made from p-e-o-p-l-e!"

8 IT'S A COOKBOOK

The Twilight Zone, "To Serve Man"

When an advanced race of aliens called the Kanamits arrives on earth, it seems like the dawn of a new age. The aliens appear eager to please and use their superior technology to solve many of humanity's problems. But as the first humans are boarding a ship bound for the Kanamit homeworld, United Nations translators are finally able to decode the alien language and learn the horrible truth: *To Serve Man* is a cookbook.

7 HAN SAVES THE DAY

Star Wars

The assault team of rebel forces has dwindled to a hopeless few. Luke Skywalker has his computer off with Darth Vader—the man who can kill with a gesture—on his tail and the Death Star seconds away from ending the Rebellion. When suddenly, from above, a blinding sun behind him and a mighty "Wha-hoo!" on the com-link, the *Millennium Falcon* swoops in to give Luke the opening he needs to save the day: "You're all clear kid, now blow this thing so we can all go home!"

6 VADER REVEALS HE'S LUKE'S FATHER

Star Wars: The Empire Strikes Back

Luke is defeated. There is nowhere left to turn. Now, he must choose between joining Vader and the Empire or a straight drop to certain death. The apprentice Jedi clutches at the stump where his hand once was... until the revelation comes, a trump card from the Sith lord: "Luke, I am your father!" Despite his cries of denial, Luke realizes the truth of the statement. Alone and fearful, he flees rather than surrender to the dark side and drops down the shaft, choosing to end his life rather than join his father's evil.

10 BIGGEST SCI-FI GROANERS

10. EWOKS PARTY HARDY

At the end of "Return of the Jedi" during the party celebrating the defeat of that naughty Empire, the teddy bear-like muppets use stormtrooper helmets as bongo drums. Gag.

9. BUNNIES TRAMPLE TINY TOWN

In "Night of the Lepus," giant bunnies are threatening mankind. But when we see them overrun a village, they're obviously just your garden-variety rabbits trampling a model railroad town.

8. RIKER GRABS THE STICK

Riker's left in control of the *Enterprise* in "Star Trek: Insurrection." It doesn't take long before the ship's aflame. Number One has to call for "manual control." A pedestal rises from the floor of the bridge containing a—dant-dant-da...—basic computer joystick.

7. SUPERMAN TOO SUPER

Supes' lady Lois bought the farm in the first "Superman" film. No big deal, though, the man of steel simply flies backwards around the Earth really fast, reversing its rotation, so that time itself goes backwards and he can save her.

6. 'WATCHOO TALKON' 'BOUT BUCK?

When Buck from "Buck Rogers in the 25th Century" first meets the president of Earth, it has us cringing. The prez turns out to be Gary Coleman, Arnold from "Different Strokes."

5. GROOVIN' ON A SATURN AFTERNOON

It's bad enough the plot of the "Star Trek" episode "The Way to Eden" involves the *Enterprise* rescuing space hippies, but whenever they chant their mantra of rebellion: "Herbert! Herbert! Herbert!" it's painful to watch.

4. TELEPHONE POLE EAR PLUGS

We're willing to cut big lizards a lot of slack when it comes to bad SFX. But in "Gamera vs. Monster X" when Gamera sticks telephone poles in his ears to protect himself from Jiger's ultrasonic ray, it's stupid even by stupid standards.

3. IF BRAINS WERE DETERGENT

A superbrain has invaded the "Space: 1999" moonbase. How can you tell? There are frothy soap bubbles everywhere. It looks more like someone ran the dishwasher with the door open than an alien invasion.

2. THIS LAND AIN'T OUR LAND...

Though the "Star Wars Holiday Special" could fill up the list all by itself, Bea Arthur of "The Golden Girls" belting out tunes as the singing cantina bartender makes our skin crawl.

1. 'LOST IN SPACE' VEGIES

Tybo the carrot man traps the Robinson family in his giant greenhouse and turns them all into various vegetables. What can we say except that we're not making this up? ■

5 SNATCHED

Invasion of the Body Snatchers (1978)

Matthew Brunell is the last man in San Francisco who can truly be called a man. He has watched everyone he knows systematically replaced by the pod people. Could he fool them by pretending to be emotionless, just like all of the duplicates? As he walks the desolate streets, he's approached by a woman who has also escaped the invaders; they alone may be the last humans on Earth... except, at her presence, Matthew turns slowly and wails the strange alien alarm, his eyes bulging with bizarre, unnatural accusation.

4 VADER TURNS ON EMPEROR

Star Wars: Return of the Jedi

At the end of "Return..." Luke is defeated, at the Emperor's mercy. Though the young Jedi defeated his father, he was unable to overcome this dark master. But there is a key moment, a pause in the conflict, as Vader looks at his son and his own severed hand and realizes what he has become and must now act on his son's behalf. He lifts the Emperor and throws him into a ventilation shaft. Anakin Skywalker is whole once more; he has redeemed himself—saving his soul, his son and the future of the Jedi at the cost of his life.

3 DEATH OF SPOCK

Star Trek II: The Wrath of Khan

Spock has saved the ship from the explosion of the Genesis device, but at what cost? Through the thick glass of the radiation-flooded engine room, he wheezes: "Ship? Out of danger?" Admiral James T. Kirk nods helplessly in affirmation. "The needs of the many outweigh the needs of the few," the Vulcan replies, groping blindly

against the glass. "Or the one?" Kirk answers sadly. "I have been and always shall be your friend," Spock says with his last breath, having made the ultimate sacrifice for the crew of the *Enterprise*.

2 FIRST CHESTBURSTER

Alien

As the crew members of the *Nostramo* enjoy a final meal before settling into their sleep pods, Kane abruptly breaks into convulsions. His friends struggle to restrain the flailing man—just barely—so he can't harm himself. A small patch of blood slowly appears on his chest, only then does the absolute terror of their situation blindside the frightened crew. Kane's chest erupts from within, spewing his insides all over the room and releasing a snake-like alien with steel teeth and acidic blood. It skitters across the room and disappears.

1 TAYLOR FINDS STATUE OF LIBERTY

Planet of the Apes

Though lost light-years from Earth, on a planet ruled by intelligent apes who use humans as slaves, astronaut George Taylor's existence is looking up. He's escaped the apes and has secured food, a horse and a beautiful woman. As he rides into the sunset, he looks up and sees the broken and weather-beaten form of the Statue of Liberty, buried waist-deep in the sand of the beach. He's not on an alien world; he's on a future Earth. Falling to his knees, he screams futilely at those who destroyed it and his world. "I'm back. I'm home... We finally did it... Maniacs! You blew it up! Oh, damn you! God*#\$% you all to hell!" 🌐

Space... too tight... no... room... for... pithy... author...



Planet of the Apes, courtesy of Photofest

TO BOL



DLY GO

*Fire up your modems to
take on the Empire,
Borg and Shadows*

by John Kaufeld and the IQ Gamer staff

Duel to the death on a catwalk in Cloud City. Watch the enemy's shields collapse beneath your ship's punishing phaser barrage. As a First One, coax the younger races into following your lead.

Sound like fun? Welcome to the world of online gaming, where thousands of players like yourself interact through their favorite multiplayer games via the Internet.

Except... science-fiction heavyweights like "Star Wars," "Star Trek" and "Babylon 5" just aren't available yet as massive online games. Yeah, there are plenty of popular titles like *Quake*, *StarCraft* and *Ultima Online* worth giving up an hour of "X-Files" or skipping donut time at the crack of dawn, but we can't wait any longer to fight the Empire, outwit the Borg or dodge the Shadows. Call us impatient, but we're going to show you what it would be like if we created the games ourselves...

Presented by Paul Schindler. Star Wars™ & © Lucasfilm Ltd. Star Trek™ & © Paramount Pictures. Babylon 5™ & © Warner Bros.

STAR WARS

Expand the Rebellion from the secret base on Hoth or build political power in the Imperial chambers of the Empire's capital world, Coruscant. Whether you play a droid, Jawa, Wookiee, even a human, our online "Star Wars" game would give you the galaxy and all its glory.

We'd use an *Ultima Online*-style approach—third-person perspective, high-detail graphics and an open-ended skill system which lets you determine your profession by your game actions. Starting from the backwaters of an Outer Rim world like Tatooine, you choose your character's side in the galactic wars. Align your character with the Empire by disposing of a few "Rebel scum" or take your place in the Rebellion by freeing an Imperial-controlled orbital city or seeking out a Jedi to begin your training.

Speaking of Jedi, you can't just start out as one. First you have to find the right teacher, prove yourself worthy and survive the training process. Jedi are the most powerful player characters in the game—the ultimate good guys who have been playing for more months than your character has credits—and if one accepts you, your character has his work cut out for him. You'll struggle to master combat skills open only to the Jedi, like Acrobatics and Lightsaber Dueling, and explore the ways of the Force with special powers like Telekinesis, Force Awareness and Psychic Suggestion. In your final test, you build your personal lightsaber and face your greatest enemy—a bad-ass NPC from the game, maybe a Sith Sorcerer or a cunning bounty hunter. Only then do you truly become a Jedi.

Our game would emphasize heavy roleplaying. For instance, you create a chadra-fan smuggler and start him on the seamy side of Coruscant. Thanks to a high Star Pilot skill, you pick up a few credits taking the more dangerous runs through the Imperial blockades, then earn a whole lot more by selling the overpowered blasters in your cargo hold to other players. Eventually, you amass enough cash for passage to Bespin where you set up shop as the mercenary who put Lando Calrissian out of business.

All of your favorite "Star Wars" goodies are here as well—provided you can cough up the credits for them, that is. Every fresh-off-the-shuttle Academy Cadet can buy himself a regular blaster, but you'll have to complete a few missions or sign up with a mercenary outfit if you want a set of Mandalorian Armor or a heavy blaster pistol on your hip. And lightsabers? Don't even think about 'em unless you follow the path of a Jedi.

The major characters in the movie—Han Solo, Darth Vader, Luke Skywalker, etc.—appear periodically as well, but under direct human control (run by company staff members) instead of computer operated. (We can't imagine Darth Vader aimlessly flopping around the bridge of the *Executor* stammering "I fail to grasp your meaning" whenever someone tried to talk with him.) Since humans control the main characters, they can organize intricate meta-plots, creating missions and opportunities for player characters. For instance, Grand Moff Tarkin wants to discredit an Imperial admiral, so he enlists players to spread false rumors, conduct clandestine sabotage missions and entice the Rebels into an easy attack on the admiral's private weapons outpost. And just imagine if you became Emperor.



NO SOLO Though Han is definitely in our *Star Wars* computer game, you'd be playing with thousands of other players.

STAR TREK

Defend the front lines against the Dominion, explore the dangers of Borg space, survey a newly discovered planet, and then kick back for some much-deserved rest and relaxation (everybody knows how quiet and uneventful those trips to Starbases and entertainment planets are, right?).

Visually, our "Star Trek" game uses the behind-the-shoulder, *almost* first-person viewpoint of the *Tomb Raider* series and *Heretic II*. This puts you in midst of the action and allows plenty of screen space to interact with both the environment and the other characters around you. Direct player-to-player voice support adds still more reality to the game.

Set in the current "Star Trek" universe ("Deep Space Nine"/"Voyager" series, as well as the latest "Next Gen" movies), you play one of the chief officers on a ship serving the Federation, the Klingon Empire, the Romulans, the Cardassians or the Dominion. Although the game's time frame puts you in the era of Picard, Sisko and Janeway, classic "Trek" appears on rare occasions through missions taking you back in time. Depending on what sectors of uncharted space you venture into, you may stumble across a temporal rift or dimensional wormhole. Are you ready when a simple patrol propels you through a dimensional doorway into the 'Mirror, Mirror' Universe?

Once you're ready to create a character, choose from hundreds of alien races—besides the standards like Vulcans and Trill, you can even play a Gorn!—select a career choice and divide your skill points to be a Scotty-like engineer or diplomatic captain like Picard, then pick up your ship assignment. Depending on your profession, you can be security chief, head engineer, medical doctor, navigator, and so on. Select a job with few openings (like the captain's spot, for instance) and you draw the command of a small scout ship. Positions which require multiple crew members land you on a high-profile ship like the *Enterprise* (those big ships *always* need more security help).

Propelling the game along are the various orders and directives from Starfleet Command and its sister organizations for the alien races. Your missions require exploration of new territory, diplomacy with other races, trade growth, a flexing of military muscle or even direct warfare. Direct player-to-player and ship-based combat can happen, although the characters are bound by their affiliation's treaties. A great many things happen in deep space, though, and your superiors might not hear about *everything* that happens on a particular voyage.

In addition to the smaller missions, there'd be a series of over-arching, massive storylines, such as the Borg Invasion or the ever-present Federation/Romulan conflict. These involve the players from time to time in all kinds of roles, whether it's a first-line defense against another "resistance is futile" Cube, an undercover mission through the Neutral Zone or playing a Dominion spy, pretending to be a character you are not, on a hostile enemy world.

As your character progresses in experience, he or she moves up the chain of command. Think you're ready for your own Klingon Battle Cruiser? Challenge the captain to combat for the right of command! Advance far enough, and you take your place at Starfleet Command or the Klingon High Council, issuing orders to the starships under your command.



SMORGAS-BORG You'll encounter more than 200 alien races in our *Star Trek* online game.

BABYLON 5

Intrigue, espionage, hidden agendas and covert power plays fill the world of "Babylon 5." And, as you might expect, those same elements play a central role in our online version of this popular television show.

From the technical side, our B5 game draws together a combination of game play and interaction features from *Alpha Centauri*, *Myth II* and *Populous*. Like *Alpha Centauri*, we'd emphasize diplomacy and intrigue, keeping it "dark conspiracy" like the back-stabbing struggle for the Centauri Throne or the Vorlons' possession of human vessels to carry out their bidding. *Populous* gives us its omnipotent outlook, giving you broad powers over the game's "child" races, yet tempering those powers with a strong Artificial Intelligence model. Finally, *Myth II* supplies us with its unique, "look in any direction" viewpoint. With a few simple mouse movements, you'll be able to swoop across the Nam homeworld, pick your way through a crowd at Babylon 5 itself or find an optimal vantage point during a Centauri/Minbari space battle.

Instead of a roleplaying approach, our "Babylon 5" game takes a strategic angle on the series, focusing on the First Ones and their interactions with the various younger "child" races of the universe. You take the role of one of the mysterious First Ones, the ultra-powerful races who appeared at the dawn of time, and spent the years since then developing technologies that boggle the mind. Your technological prowess gives you god-like status and capabilities, whether it's whisking around stars to scout out enemy defenses or mind controlling a Psi-Corps task force to annihilate an opponent's command headquarters.

From your lofty perch as a First One, you influence the affairs of the race under your "direction." Again, the details are up to you. Do you strengthen their social order by placing religious centers on the Minbari homeworld, or do you enhance combat effectiveness with space-based command bases around Centauri Prime? Do you encourage religious philosophies, even though your servants may one day worship something other than you?

As the game progresses, you gain special abilities unique to your group of First Ones. Perhaps you can influence an individual's actions, create matter from nothing, warp space and time, or simply keep the supply ships running on schedule (now *that's* a special ability). Your allegiances might shift from race to race as you fight for control of the galaxy. Some races naturally respond to certain abilities, so building a good match between your character and the NPCs is vital. For example, if your First Ones focus on military might, the combat-oriented Nams make a good match as a "child" race.

As an added twist, you also select the type of victory conditions your group of First Ones seek: military, diplomatic, economic, sociological or any of several other possibilities. This general theme determines your victory conditions for each scenario, but the specifics of how to win change every time you play. For example, if you played the Shadows, you might choose "galactic disorder" as a sociological victory condition. Trigger enough races into planetary civil war—maybe by introducing the Drazi to deadly weapon technology before their time—and you win. Of course, the Vorlons might have a say in matters and "order" the galaxy by indoctrinating the very races you hoped to corrupt.



SPACE 1999 Starship combat kicks into overdrive in our B5 game.

The boss screen shots in this article are by Sanctum artists Lee Moyer and Walter Carter. Check out their game at www.sanctum.digitaladdiction.com. John Kaufeld had nothing to do with them. He's still trying to figure out how to operate his screen saver.

Killer Decks

Infinite Cards by Randy Buehler

Remember when Enchantress decks had Rabid Wombats, Thicket Basilisks, Lures and no chance to win if you killed the Enchantress? Man, that deck was fun. But that's all it was—a fun deck. Well now there's a new Enchantress in town... the Argothian Enchantress is one cheaper to cast and *untargetable*. She's not leaving the table unless your opponent is packing Earthquake or some other non-targeted way to kill an 0/1. What this means is that Enchantress decks aren't just for fun anymore. Not now that you can play eight Enchantresses in a Standard-legal deck, four of which are really hard to kill. Enchantress decks have become lethal tournament-winning decks.

How to Play

This deck was a lot better before the DCI banned Earthcraft, but it's still a killer deck. The idea is that you pile a bunch of Wild Growths and Fertile Grounds onto one or two land. Meanwhile you try to get as many Enchantresses into play as possible so you can draw more cards whenever you play an enchantment. Play your Enchantresses before you play enchantments whenever possible.

After 3-5 turns you should be drawing so many cards that every time you play an enchantment, you draw another one. At that point the only thing that can slow you down is if you run out of mana. That's where *Urza's Legacy* kicks in! Cast Frantic Search and choose to untap your Serra's Sanctum and whichever lands you piled all those Wild Growths on, plus you dig two cards deeper into your library to find whatever cards you need to keep going. You can also use Turnabout to untap all of your lands. Since your lands will usually produce much more than four mana, Turnabout should generate a large amount of mana. Eventually, you'll have more than 20 mana floating in your mana pool, and as soon as you draw a Fireball, point it at your opponent and win the game!

One of the strengths of the deck is that most of the "combo cards" either produce mana or allow you to draw extra cards.

That means they are all useful on their own, even before you get the engine running. Exploration lets you keep



SOME ENCHANTED EVENING A date with this babe means lots of cards.

putting extra lands into

play as you draw them. The Vineyard also accelerates you with two extra green each turn and might even cause your opponent to mana burn to death. Wild Growth and Fertile Ground also accelerate your mana development, while Sylvan Library will help you draw the cards you need at the beginning of the game. Don't forget that you can draw extra cards with Sylvan Library, and this deck wants to win as quickly as possible, so most of the time you want two more cards rather than eight life.

The special land Serra's Sanctum is another key to the deck. You play so many enchantments that the Sanctum should produce a lot of mana each time you tap it. Then Frantic Search and Turnabout will allow you to use it over and over again. You don't actually have any white cards in your main deck, so just think of all that mana as colorless mana—perfect for sinking into a large Fireball.

Once you have out a few Enchantresses, Attunement should

the deck

GREEN SPELLS

- 4 Argothian Enchantress
- 2 Eladamri's Vineyard
- 4 Exploration
- 4 Fertile Ground
- 3 Sylvan Library
- 4 Verduran Enchantress
- 4 Wild Growth

BLUE SPELLS

- 3 Attunement

- 4 Frantic Search
- 3 Turnabout

RED SPELLS

- 2 Fireball

LAND

- 4 City of Brass
- 12 Forest
- 4 Island
- 3 Serra's Sanctum

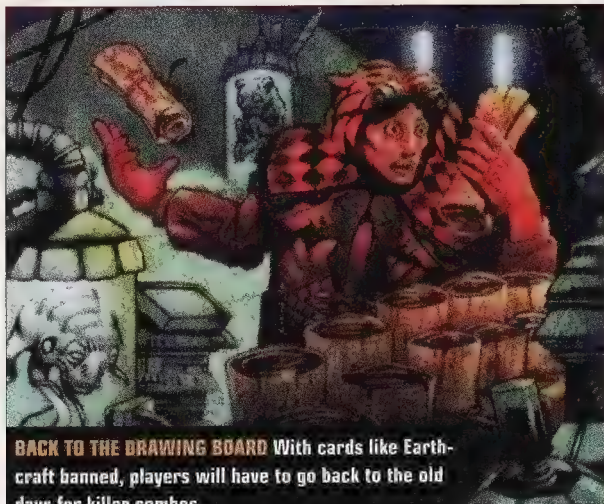
SIDEBOARD

- 3 Chill
- 3 Lifeforce
- 2 Power Sink
- 1 Turnabout
- 3 Winter's Grasp
- 3 Worship

SUBSTITUTIONS

- Any enchantment → Flickering Ward
- City of Brass → Forests, Islands
- Sylvan Library → Mirri's Gule





BACK TO THE DRAWING BOARD With cards like Earthcraft banned, players will have to go back to the old days for killer combos.

let you draw your entire library. Whenever you cast it, you get to draw one card per Enchantress and whenever you use it, you get to draw three more cards! When the engine is running, you'll have plenty of extra cards (especially land) to discard. The best way to learn how to play this deck is just to build it and do some test draws. Assume your opponent can't interfere with you and try to win as quickly as possible.

Weaknesses

There are two main deck types that can cause problems for this deck. One is super-aggressive decks like Sligh and Suicide Black. Suicide Black can sometimes outrace you and win the game faster than you can, while Sligh can slow you down by killing your Verduran Enchantresses. If you have a slow draw, you'll need help from your sideboard. As long as you get Worship into play and control an untargetable creature, your life total can never go below one, which will probably be lights out for your opponent.

The other sometimes troublesome match-up is against a heavy permission deck. You certainly don't want your game-ending Fireball to get counterspelled. The trick to beating those decks is to try to cast Turnabout on them and tap all of their lands. That way they can't stop you from going off. The best time to do this is during their discard phase so you'll get to untap before you do anything else. Another sure way to beat these decks is to Power Sink any random spell they cast in order to tap them out and allow you to go off unhindered on the next turn.

How to Sideboard

This deck has plenty of enchantments, so feel free to sideboard out whichever ones don't seem very good against your current opponent. All the non-enchantments in the deck are fairly important and should not be sideboarded out, with the possible exception of one of the Fireballs. Against Sligh, the red-hosing Chill is obviously useful. Against Black, the counterspell-enchantment Lifeorce is better than most of the enchantments in your main deck. Against another Enchantress deck you should be able to devastate them with the land-destroying Winter's Grasp. Wait until they put a bunch of enchantments on one land and then blow it up. The land destruction plan is so good against Enchantress decks that if a lot of people in your area play landkill, you need to add to your sideboard the best land preservation card around, Sacred Ground. ■

Freelancer Randy Buehler likes to chant in the forest. Now all he needs is some weird-ass squirrel cat for his shoulder.

the non-killer deck THEME DECK



In honor of our sci-fi theme this month, we bring you the following theme deck. In an episode little known to *Magic* historians, Urza and Mishra actually cooperated in a space race before the Brother's War began. Yep...Urza, Mishra, Tawnos, Hurkyl and all their friends devoted themselves to getting the *S.S. Zemo* into space. If you can manage to get one or two of the space threats into play, and use your scientific advancements and robotic crew to guide your ship out of harm's way, your future looks good.

THE SHIP

- | | |
|--------------------------|-------------------|
| 1 Ashnod's Transmogrator | 1 Forcefield |
| 1 Astrolabe | 1 Heat Ray |
| 1 Bosium Strip | 2 Rocket Launcher |
| 1 Echo Chamber | 1 Voltaic Key |
| 1 Fluctuator | |

ROBOTIC CREW

- | | |
|----------------------|----------------------------------|
| 1 Brass Man | 1 Storm Crow (Crow from "MST3K") |
| 1 Clockwork Avian | 1 Triskelion |
| 1 Mindless Automaton | 1 Yotian Soldier |
| 1 Soldevi Golem | |

SCIENTIFIC ADVANCES

- | | |
|------------------|---------------------|
| 1 Endoskeleton | 1 Telepathy |
| 1 Energy Field | 1 Teleport |
| 1 Mishra's Helix | 1 Temporal Aperture |

SPACE THREATS

- | | |
|-----------------|---------------------|
| 1 Cosmic Horror | 1 Naked Singularity |
| 1 Energy Vortex | 1 Psionic Entity |
| 1 Falling Star | 1 Time Elemental |
| 1 Meteor Shower | 1 Time Warp |

POWER SOURCES

- | | |
|--------------------|------------------------|
| 2 Bottomless Vault | 9 Island (Hydroponics) |
| 4 City of Brass | 1 Sol Ring |
| 2 Dwarven Hold | 1 Thran Turbine |
| 3 Dwarven Ruins | 4 Urza's Power Plant |
| 2 Ebon Stronghold | 1 Worn Powerstone |

More KILLER DECKS for your other favorite CCGs →

KillerDecks 2

Jem'Hadar Camp-Out! by David Bowling

The Jem'Hadar are among the greatest warriors in the "Star Trek" universe. But what do these vicious fighters do to relax after a hard day of subjugating other races? The "Deep Space Nine" episode "The Jem'Hadar" gives us an answer: They go camping. Can it be just a coincidence that Ben Sisko and company first ran into the Jem'Hadar on a camping trip?

Deck Concept

The premise of this deck is pretty straightforward. The Jem'Hadar solve a Gamma Quadrant planet mission using Subjugate Planet. After the mission has been solved, the Jem'Hadar build a Colony there. Then, they just sit back and relax. Throw in a Horga'hn, and the Jem'Hadar really feel the love. They may still need to make a Ketracel-White run to a nearby supply depot, but other than that, they can hunt, fish, capture Starfleet officers or whatever else the Jem'Hadar do to relax.

How to Play

Some players use Colony Preparations in their Dominion colony decks, because it lets you download a colony. It is also universal, so you can seed multiple copies; however, instead of Colony Preparations, this deck utilizes the special features of some unique Gamma Quadrant planet missions. Camping Trip is a great place to build a Colony because Vorta and Jem'Hadar may report directly to that mission. Aid Fugitives is a key to the dilemma strategy of this deck. Intelligence Operation is the Founder homeworld and The Great Link can only be seeded at this location. Rescue Founder,



DA RINGLEADER If you gotta subjugate new Gamma Quadrant worlds—and you do gotta—Remata'Klan is your Jem'Hadar.

the only planet mission in the Gamma Quadrant with a Dominion icon, is the fourth mission in this deck. These unique planet missions provide another benefit. Camping Trip, Aid Fugitives and Rescue Founder are all protected by Fair Play where Colony Preparations can be stolen by an opponent. Two Construct Depots in the Alpha Quadrant round out the six missions in this deck. Construct Depot is a great Dominion mission because an opponent cannot attempt it. Even the Borg are unable to establish a gateway there.

This deck's dilemma strategy is based on medical depletion. Combine the five Hippocratic Oath dilemmas with the Aid Fugi-

the deck

SEED DECK

FACILITIES

- 1 The Great Link
- 1 Primary Supply Depot

DOORWAYS

- 1 Q's Tent
- 1 Spacedoor
- 1 Space-Time Portal

MISSIONS

- 1 Aid Fugitives
- 1 Camping Trip
- 2 Construct Depot
- 1 Intelligence Operation
- 1 Rescue Founder

ARTIFACTS

- 1 Horga'hn

DILEMMAS

- 1 Altonian Brain Teaser
- 1 Aphasia Device
- 2 Crystalline Entity
- 1 Dead End
- 1 DNA Clues

- 1 Fair Play
- 1 Hide And Seek
- 1 Hidden Agendas
- 5 Hippocratic Oath
- 3 Lack Of Preparation
- 1 Mirror Image
- 1 Unscientific Method
- 2 Tarellian Plague Ship

OBJECTIVE

- 1 HQ: Secure Homeworld
- 1 Subjugate Planet

EQUIPMENT

- 1 Jem'Hadar Birthing Chamber
- 1 Ketracel-White

DRAW DECK

PERSONNEL

- 1 Borath
- 2 Eris
- 1 Founder Leader
- 1 Goran'Agar
- 1 Keevan
- 1 Kira Founder

- 1 Lovok Founder
- 1 O'Brien Founder
- 1 Omet'iklan
- 1 Ornithar
- 1 Remata'Klan
- 1 Temo'Zuma
- 2 Virak'kara
- 1 Weyoun
- 2 Yak'Talon
- 3 Young Jem'Hadar

SHIPS

- 3 Jem'Hadar Warship

EQUIPMENT

- 1 Jem'Hadar Disruptor Rifle
- 2 Ketracel-White

EVENTS

- 4 Kivas Fajo Collector
- 1 Recruit Mercenaries
- 1 The Traveler Transcendence

INTERRUPTS

- 1 Full Planet Scan
- 3 Kevin Uxbridge

- 3 Palor Toff Alien Trader
- 4 Wormhole

DOORWAYS

- 2 Bajoran Wormhole
- 3 Q's Tent

OTHER

- 1 Colony
- 1 Reflection Therapy

Q'S TENT SIDE DECK

- 1 Alternata Universe Door
- 1 Bajoran Wormhole
- 1 Colony
- 1 Dead End
- 1 Full Planet Scan
- 1 Goddess Of Empathy
- 1 Invasive Beam-In
- 1 Lore
- 1 Recruit Mercenaries
- 1 Reflection Therapy
- 1 Regenerate
- 1 Subjugate Planet
- 1 The Devil



"Star Trek" and "Star Trek Deep Space Nine" TM & © 1999 Paramount Pictures. Designer: Inc. authorized user.



REALLY BAD ACNE Young Jem'Hadar will be an unpleasant sight for your opponent.

tives mission to wipe the table clean of your opponent's medical personnel. Hippocratic Oath can be seeded under any mission and it relocates medical personnel to Aid Fugitives in the Gamma Quadrant. Aphasia Device, Tarellian Plague Ship and Crystalline Entity can decimate a crew if there is not enough medical available.

The Crystalline Entity dilemma becomes even more dangerous with Lore in play, since Lore doubles its requirements to two science and two medical. Unfortunately, Lore cannot normally report to the Gamma Quadrant. Recruit Mercenaries in combination with the Altonian Brain Teaser dilemma provides an effective way to bring Lore directly into the Gamma Quadrant. First, you seed Altonian Brain Teaser at your Primary Supply Depot location. Next, attempt the mission and tip off the Brain Teaser to nullify the Recruit Mercenaries 10 point loss. When personnel with treachery are present, you can play Recruit Mercenaries there to download Lore from your Tent. With Lore in play you get some nice skills and attributes in addition to pumping up your Crystalline Entity dilemmas.

Weaknesses

Altonian Brain Teaser is a big help in getting Lore in play, but it's a real bummer if your opponent seeds it where you plan on building a Colony. Points scored by a Colony are bonus points and are nullified by the Brain Teaser. So, if the Jem'Hadar encounter the Brain Teaser while subjugating a planet, they will have to go elsewhere to build a Colony.

Another threat to this deck is a Black Hole. The Black Hole can rapidly destroy your four Gamma Quadrant missions, leaving an opponent in the Alpha Quadrant untouched. There are two ways Bajoran Wormholes can defend against this tactic. First, you can beat your opponent to the punch and play a Bajoran Wormhole between your opponent's space cards—leaving no place to play the Black Hole. Second, if your opponent does manage to get a Black Hole in play, drop a Bajoran Wormhole next to it. When the Black Hole is about to suck in your Bajoran Wormhole, you can destroy the Black Hole by playing another Bajoran Wormhole from your hand. Even the Jem'Hadar know when they need a little help from the Prophets.

The Jem'Hadar may be the deadliest fighters in the Gamma Quadrant, but deep inside the heart of every Jem'Hadar soldier, there is a Boy Scout just dying to "camp out." And let's face it; we'd rather hang with the bad boys than a bunch of aging Starfleet officers at the Grand Canyon. Everyone together now, "Row, row, row your boat..."

David Bowling may have been many things, but he was never a Boy Scout.



THE BALD AND THE BEAUTIFUL

In this game, the Federation has the most bald personnel. They also have the highest number of beautiful cards. Well, at least, I think so. Beauty is in the eye of the beholder, after all. And now, it can be in your deck!

If you've ever put together a Federation deck, you know that there are a lot of personnel that are very similar. Deciding between them can be difficult. When in doubt, use this chart. You'll be surprised at how effective a deck can be when it has a 1:1 bald:beautiful ratio! This list does not include any alternate universe cards. Let's not go there, eh? Oh, and if you think we missed some of the beauties, you may want to raise your standards...unless you're the kind of guy who thinks the Golden Girls were hot babes.

There are many possible Federation missions from which to choose, so use the ones you like. Sprinkle in the interrupts of your choice and you're set to go! ■ Jason Robinette

PERSONNEL

1 1D and O1	1 Guinan
1 Altovar	1 Ishara Yar
1 Benjamin Sisko	1 Jadzia Dax
1 Beverly Crusher (FC)	1 Jean-Luc Picard (FC)
1 Cautu	1 Jenna D'Sora
1 Dathon	1 Kalita
1 Deanna Troi (FC)	1 Kareen Brianon
1 Dr. Leah Brahms	1 Keiko O'Brien
1 E.H. Program	1 Leah Brahms
1 Eric Pressman	1 Linda Larson
1 Gibson	1 McKnight
1 Gorta	1 Mendon

SHIPS

1 U.S.S. Bozeman	1 U.S.S. Enterprise-E
1 U.S.S. Defiant	1 Tama

EVENTS

1 Barber Pole	1 Fair Play
1 Captain's Log	2 Mot's Advice
1 Crew Reassignment	

OBJECTIVES

2 Reflection Therapy

DECK BUILDING

101

Licids by Alex Shvartsman

If you tune your deck well, it's even possible to win with licids. Those wacky creatures that can turn into enchantments may not be plentiful, nor powerful, but they're fun to play, and with some deck-building tips they can be as devastating as Shivan Dragons after a Taco Bell feast. Sort of...

Step 1: Theme

First, have a good idea of what kind of a theme deck you wish to build. In this case, the theme is licids. The easiest thing to do would be to throw as many licids as possible into the same deck and call it a day. Not only would that deck win zero games, there is no satisfaction in building it. Instead, consider all the available licids to decide which have the best abilities.

Step 2: Colors

Clearly, Dominating Licid, with its ability to take control of other creatures, is your best choice. Using this creature suggests that the deck revolving around it should probably be a control deck. Blue and white are the choice colors for such a deck. Blue offers counter-magic and a variety of good control cards in addition to having the Dominating Licid on its team. White supplements blue very well, as it is capable of removing any permanents that get past the counter-magic.

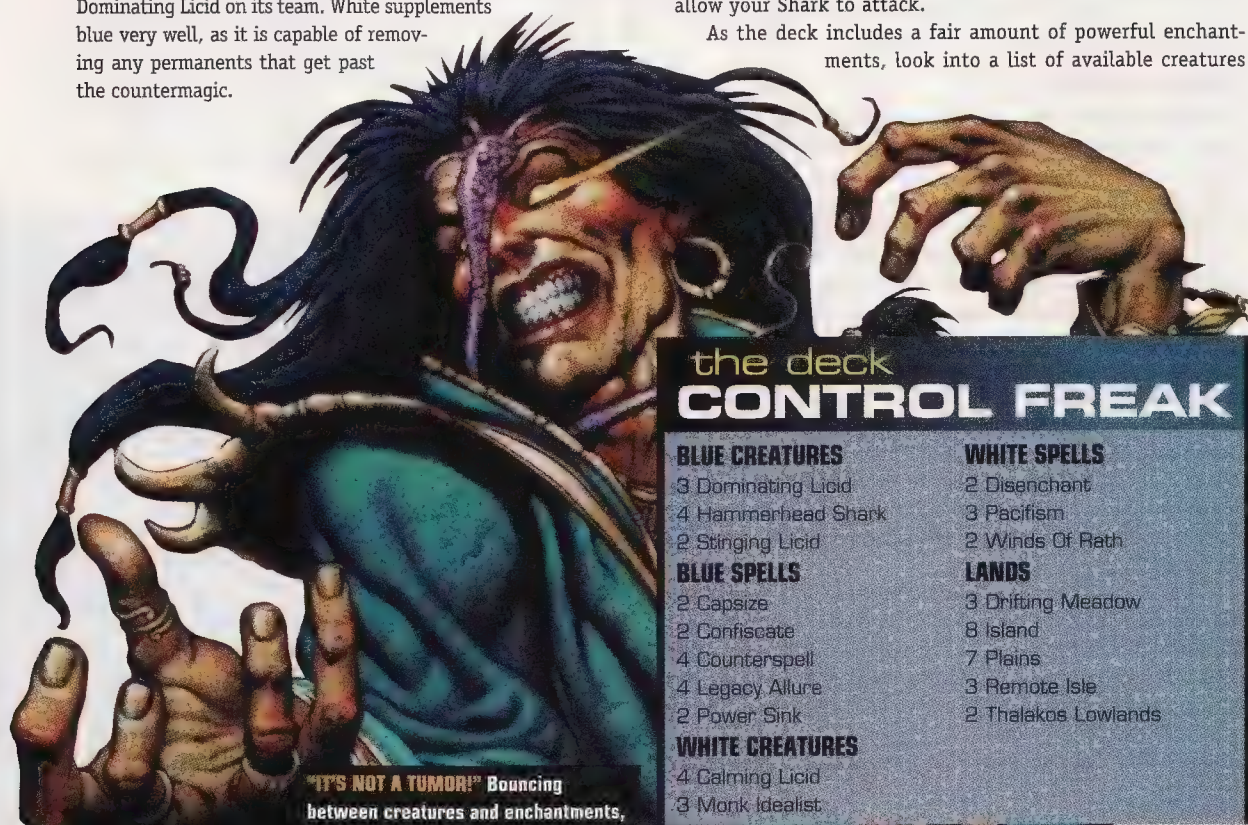
Most of the better blue cards you will end up using require two blue mana to cast, while most of the white cards require only one white mana. This suggests that the deck will work best with a heavy blue base and a splash of white support cards.

Step 3: Creatures

Calming Licid and Stinging Licid are both good choices in such a deck. A built-in Pacifism ability allows Calming Licid to hold off your opponent's creatures until you are ready to deal with them on a more permanent basis. Even though the Stinging Licid's special ability—it becomes a creature enchantment which deals two damage every time its host taps—is not quite as useful, it is an inexpensive creature that will work well in the overall theme.

Licids require some mana to operate efficiently, so the deck needs a few creatures to slow down an opponent's assault in the early game. Hammerhead Shark works nicely for this purpose, since it's a 2/3 creature for only two mana. Moreover, it is also one of your most potent weapons should you face a creature-less control deck—which will almost certainly play Islands and allow your Shark to attack.

As the deck includes a fair amount of powerful enchantments, look into a list of available creatures



"IT'S NOT A TUMOR!" Bouncing between creatures and enchantments, Licids can be quite the headache.

the deck CONTROL FREAK

BLUE CREATURES

- 3 Dominating Licid
- 4 Hammerhead Shark
- 2 Stinging Licid

BLUE SPELLS

- 2 Capsize
- 2 Confiscate
- 4 Counterspell
- 4 Legacy Allure
- 2 Power Sink

WHITE CREATURES

- 4 Calming Licid
- 3 Monk Idealist

WHITE SPELLS

- 2 Disenchant
- 3 Pacifism
- 2 Winds Of Rath

LANDS

- 3 Drifting Meadow
- 8 Island
- 7 Plains
- 3 Remote Isle
- 2 Thalagos Lowlands

HONOR ROLL

Here are the top cards in the deck and how to play them:

that may interact well with them. Monk Idealist will allow you to reuse a Legacy Allure, or get back a destroyed Confiscate or Pacifism. It is also a decent creature you can cast on turn three, so several of them go into the deck.

You may consider blue's Gliding Lcid, but in the end, it won't make the cut because it's a little too expensive (U2 for a 2/2 creature) and its flying-granting ability wouldn't be all that effective in this deck.

Step 4: Spells

Which spells are most powerful when combined with the lcid strategy? Winds Of Rath immediately comes to mind. This variation on a Wrath Of God allows creatures with enchantments on them to survive the destruction—perfect for a lcid deck. Have the lcid's jump onto each other and your other creatures while you wipe out an opponent's army with a single spell.

By choosing the Dominating Lcid as the flagship card of this deck, we have committed to a secondary theme—gaining control of your opponent's permanents. Legacy Allure is an excellent card in this case. Lcid's should have little trouble holding off your opponent's creature while you place enough counters onto the Legacy Allure enchantment to finally claim that creature for your own. The "steal anything" sorcery Confiscate works well too.

Casting cost is an issue however. You do not want too many expensive cards in your opening hand, and so we only use two Confiscates (UU4), but four Legacy Allure (UU).

Several Pacifisms round out the creature-removal aspect of the deck, taking out bothersome creatures early with little mana commitment. A downside of this strategy is that a Pacified creature survives Winds Of Rath, but you can use Capsize to bounce the Pacifism back to your hand when you're ready to deal with this creature via other means, or even return your own permanent to save it from destruction. Capsize is one of the better blue utility cards printed in a long time and it easily fits into a variety of decks; when playing blue, it is almost always a good idea to include a few. Finally, two Disenchants help deal with whatever non-creature threats your opponent possesses; this is another card you want in any deck that has white mana.

Step 5: Lands

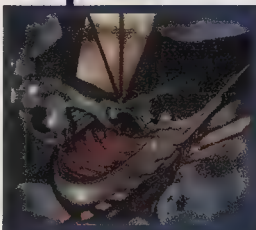
Twenty-three lands should allow you just the right speed of mana development. Sometimes a player draws way too much land during a course of the game; however, that isn't as much of a problem thanks to the new cycling lands from *Urza's Saga*. All the deck should ever need is six mana. If you draw more land later, you can cycle away some of it.

Next time you build a theme deck, watch out for the many support cards that can be fun to play and would work very well in your deck. Not all such cards are obvious, but you will find them if you keep your eyes open. And always, always beware the lcid's.

Alex Shvartsman (ashv@concentric.net) dressed up as a lcid last Halloween, but got ejected from the party when he tried to jump onto the host.



CALMING LICID: Calming Lcid can hold off not one, but two creatures. As your opponent attacks, pay one mana to jump off the enchanted creature, block another attacker and jump back onto the same "Pacified" creature before damage is dealt.



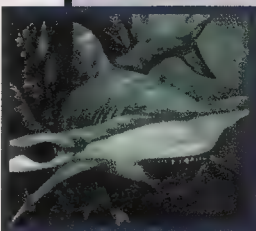
CAPSIZE: Cast this instant during your opponent's discard phase so that you have untapped mana available as often as possible. You can even Capsize some of the cycling lands you had to play early in the game to turn them into other cards.



CONFISCATE: Bide your time and hold this card until the perfect opportunity to play it comes along. Stealing the right permanent, like your opponent's Torch Song, is key to winning with this deck.



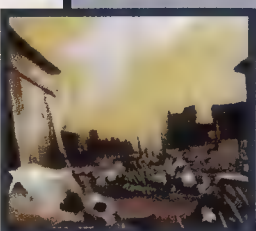
COUNTERSPELL: With only a few countermagic cards in the deck, be patient in using them. Save countermagic to deal with your opponent's key plays, allowing your other cards to handle minor threats.



HAMMERHEAD SHARK: An inexpensive blocker against aggressive decks, the Shark is not a wasted draw against control strategies like a wall would be. It becomes a way to deal plenty of early damage and often a way to win the game.



MONK IDEALIST: This card combines perfectly with Legacy Allure and other enchantments, returning the ones you really need to your hand to be cast again. If need be, Capsize your own Monk Idealist to retrieve enchantments.



WINDS OF RATH: This card combines well with lcid's. Have your lcid's jump on each other, each one now with an enchantment, then cast Winds Of Rath to clear the rest of the creatures off the board.

DEAD MAN'S HANDS

THIS MONTH'S CHALLENGE: WAKE UP!

You can't win.

Eugene T. Dudley, the world's worst *Magic* player, has been dozing off during his *Magic* duels lately. Too many late nights of getting fragged online by even the newest of newbies have left Eugene sleep-deprived. But during one of his afternoon snoozes, Eugene dreamed up the ultimate deck—a sleeping sorcery extravaganza. When he awoke from his slumber, Eugene quickly went to work on a deck that included all of these potent *Urza's Legacy* enchantments. His deck's first test? Kenny "Can't Lose" Kirkland.

Eugene has managed to build a strong spread, including getting all five enchantments into play. Unfortunately, Kenny has been keeping him at bay with an Energy Field. Eugene, of course, has no way of dealing with it. Suffice it to say, the Kenny in this game ain't gonna be doing any dying, but Eugene does have a chance to pull off the ultimate combo. Of course, he's going to need your help to do it. Can you help him **trigger all five sleeping sorceries this turn?**

Keep in mind the following:

- Eugene is at 15 life. Kenny is at 13. It is the beginning of Eugene's turn.
- Kenny doesn't have any lands or creatures in play, though it doesn't make much difference. His Energy Field has Eugene stopped cold since Eugene has no way to get rid of enchantments.
- Eugene's Yavimaya Granger just came into play last turn.
- All of the "sleeping sorceries" can only take effect during your upkeep.
- During your upkeep you have full control of the order in which things happen.
- There are no cards in Eugene's graveyard, and the only thing you know about the contents of Eugene's rainbow deck is that it contains several copies of each basic land.

CARDS IN PLAY

- 1 Bank of Madness
- 1 Defense of the Heart
- 1 Enscourager
- 1 Ghazban Ogre
- 1 Impending Disaster
- 1 Oath of Druids
- 1 Penance
- 1 Planar Collapse
- 1 Second Chance
- 1 Witch Engine
- 1 Yavimaya Granger

CARDS IN HAND

- 1 Burst of Energy
- 1 Fling
- 1 Gilded Drake
- 1 Hamrow
- 1 Repopulate

LAND

- 1 Ancient Tomb
- 1 Caldera Lake
- 1 Forest
- 1 Salt Flats
- 1 Skyshroud Forest

ENTER THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND WAKE UP!

c/o INQUEST
PO BOX 118
CONGERS, NY 10920-0118



The winner, randomly chosen from all correct entries, will snag a box of *Urza's Legacy*. All entries must be postmarked no later than April 30, 1999.

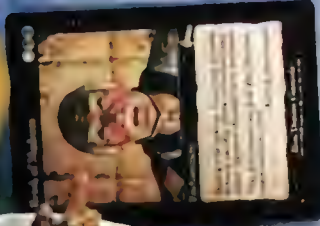
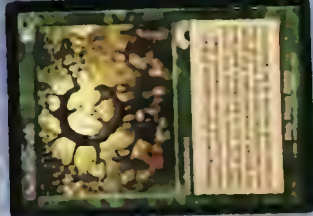
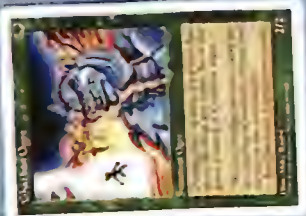
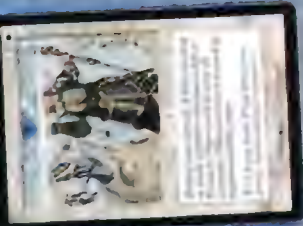
LAST MONTH'S "GREEN WITH ENVY" SOLUTION:

- In an effort to get into the St. Patrick's Day spirit, Eugene was trying to turn all of his permanents green. Here's how you do it:**
- 1 Tap the Mana Vault, two Forests and two Islands. (2 blue, 2 green and 3 colorless mana in pool.)
 - 2 Untap the Mana Vault with the Voltaic Key. (2 blue, 2 green, 2 colorless.)
 - 3 Tap the Mana Vault for mana. (2 blue, 2 green, 5 colorless.)
 - 4 Cast Karn. (2 blue, 2 green.)
 - 5 Activate Karn's special ability three times to turn Alchor's Tomb, Voltaic Key and Mana Vault into creatures. (1 green.)
 - 6 Tap the Gaea's Cradle for seven green mana. (8 green.)
 - 7 Cast Verdant Touch to turn Gaea's Cradle into a creature, paying for the buyback. (3 green.)
 - 8 Untap Gaea's Cradle with Seeker of Skybreak. Tap the Cradle for eight green mana. (11 green.)
 - 9 Cast Lifelace to turn one of your Forests green. (10 green.)
 - 10 Activate Alchor's Tomb to turn your other Forest green. (8 green.)
 - 11 Cast Verdant Touch with buyback to turn one of your Islands into a creature. (3 green.)
 - 12 Cast Verdant Touch to turn your other Island into a creature. (1 green.)
 - 13 Cast Swan Paradise, targeting all creatures you control—that's every permanent you have except the two Forests, and you already turned them green. Whew. Now Eugene can have a happy St. Patty's day. (Too bad it's April, though.)

ASLEEP AT THE SWITCH Can you revive Eugene by waking all five sleeping sorceries?

Photo by Paul Schriedl. *Magic*: The Gathering is a registered trademark of Wizards of the Coast.





Basic TRAINING

Pokémon CCG by Rich Lipman

Gary and Ash were nearing the end of their duel, and each had only one prize left to collect for the win. Gary's last hope was Electabuzz, and he was fresh and ready to fight. Ash's Hitmonchan was badly hurt and was paralyzed by Electabuzz's last attack. Ash drew his card and came up with a Switch. Pulling Hitmonchan out of the fight would force the his only remaining pokémon, a lowly Rattata, off the bench and into battle. A lotta good that Switch would do... Or was there

PUBLISHER: Wizards of the Coast

GENRE: Anime

RELEASE: January 1999

SUGGESTED RETAIL: \$8.99 for two 30-card starter decks, \$9.99 for 60-card preconstructed decks, \$2.99 per 11-card boosters

a deeper strategy to be seen?

Ash used the Switch to pull Hitmonchan to the bench and



send the Rattata up. Gary drooled at the prospect of squishing the rat pokémon and finally beating his rival, but his grin turned to shock when Ash used Rattata's ability to retreat without cost and bring Hitmonchan back up. The short stint on the bench had cured it of its paralysis and it knocked out Electabuzz with its special punch. Gary walked away mumbling under his breath at how the fates conspired against him, but Ash knew that Gary would return one day to get even.

The *Pokémon* CCG lets you stage your own epic battles just like in the Gameboy game or the TV show. But to reign supreme, you need to know the inside dope on building and wielding killer *Pokémon* decks. And here it is.

Deck Building

There are essentially three different types of basic pokémon. First up are pokémon who come out big and strong but don't evolve, like Magmar, Hitmonchan and Jynx. With these guys, what you see is what you get. These pokémon are especially effective in the early game before your opponent has a chance to evolve his pocket monsters; however, they're also good defense. For example, Zapdos can take quite a beating before going down.

The second type of pokémon are those who can evolve once. In their basic versions Seel, Pikachu and Magikarp don't offer much in the way of offense. But once they evolve into Dewgong, Raichu and Gyarados, they pack a serious punch and become solid fighters.

The third basic pokémon type is where you start talking major poké-beatdown; these are the guys with three evolutionary stages. Bulbasaur and Nidoran are cute and seemingly harmless, but once they evolve into Ivysaur and Nidorino, your opponent'll be choking on his chortles. Bring out their stage two forms of Venusaur and Nidoking, and these roly-poly beasts can wipe the floor with almost anything your opponent can muster. Some third stage pokémon, such as Alakazam, come with cool powers which allow

them to wreak havoc on enemy pocket monsters from the safety of the bench since their powers are not attacks.

With that as background, let's look at some deck building principles. Your first step is deciding how you want to win. Do you want to beat your opponent down quickly before he can build up? Do you want to render your opponent helpless by depowering his pokémon? Maybe you'd like to buy yourself some time and prepare some poké-beatings by loading up a Charizard or Zapdos before bringing him out? Once you decide your victory goals, you can build your deck to take advantage of that theme.

There are two main ways *not* to design a pokémon deck. The first is to pile a ton of different types into one deck. No matter how cute you think they all are or how much trouble you have deciding which powers are the coolest, you'll rarely have the right energy cards in your hand when you need 'em if you just dump a bunch of random monsters together. A handful of electric energy won't help you much when you have out a bunch of fire and grass pokémon.

The other big mistake is going mono, with only one pokémon type. Sure, you'll have all the right energy and plenty of it, but if you run into a deck filled with critters your little guys have a weakness against, you're toast. Even worse is encountering a deck which features many foes resistant to your type. As good as Charmander is, even a weak water pokémon can take him down without much trouble.

The best approach to deck building until you've become a true pokémon master is to include at least two—but not more than three—varieties of pokémon, along with some colorless types. This gives you a good distribution of energy to match up with monsters in play. Overall, you'll want between 20–24 pokémon in your deck—12-18 of which should be basic.

Be careful when adding higher stage pokémon into a deck. Since you can't play a stage one or two card unless the next lowest stage is in play, you could be stuck with useless advanced monsters in your hand if the deck distribution is wrong and the right basic critter doesn't come up. Start with about one stage one or two for every three basic pokémon of the same type and tune from there.

Once you've determined the types of pokémon you want to

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PIKACHU STREET Be a guaranteed winner with our *Pokémon* paths to victory.

CARD ANATOMY

EVOLUTION STAGE: Basic pokémon can be played from your hand at any time. Stage one and higher pokémon must be played on related, lesser pokémon.

CARD NAME: Our pocket monster

ATTACKS: Given the right energy cards, pokémon can make a variety of attacks.

WEAKNESS: Many pokémon are vulnerable to certain types of others and take double damage from those.



TYPE: Pokémons come in different flavors—such as water, fire and grass—which denote resistance and weaknesses. Pikachu is a lightning pokémon.

HIT POINTS: The number of damage counters the critter can take before it is defeated.

DATA: Flavor text

RETREAT COST: The number of energy cards you must discard from your hand to retreat this pokémon.

RESISTANCE: Some pokémon can shrug off attacks by certain pokémon.

Basic TRAINING

include in your deck and how many will evolve, you need to consider your energy requirements. If your deck is full of pokémon with small energy requirements you can probably get away with 22-26 energy in your 60 card deck. On the other hand, if you'll be blowing through a lot of energy—maybe because you'll be discarding a lot of energy to “supercharge” your creatures (see the sample deck), or because your deck is loaded with big pokémon—include more energy cards, maybe 26-28.

When you can, work in some pokémon with resistances to other types; you never know when you'll be up against enemies of the type you have protection against. For example, Diglett is a rather unremarkable pocket monster in most situations, but he can bring powerhouse Electabuzz to a dead stop thanks to his -30 resistance against electric pokémon.

Retreats are key in *Pokémon*; there are a bunch of times you'll want to haul your favorite beast's butt out of the fire and drop him back to the bench again, usually to shake a poison counter or save him from certain death. When building a deck, keep an eye out for cards with low retreat costs. The lower the cost, the fewer energy cards you'll have to shuck to yank your little monster out of harm's way.

The last step is adding in trainer cards. Pick those which will either enhance your deck theme or cover some of its weaknesses. If you use a lot of energy to power your pokémon, you may want to consider Energy Retrieval. If you envision yourself playing a fast deck, you may want to hurt your opponents' ability to defend with some Energy Removal or include some Plus Power to enhance your attacks.

Certain trainer cards are powerful in any type of deck. Bill lets you draw two cards and Professor Oak lets you discard your hand and draw seven new cards. There's no point in not having multiples of these in your deck; drawing extra cards keeps your energy up and lets you fish for that key stage two pokémon when



AND IN THIS CORNER Electabuzz makes a great starting pokémon, but watch out for Diglett!

you need him. Potions and Full Heals keep your little buddies alive and kicking. If you play with a lot of evolved pokémon, toss in a couple of Computer Searches to help you dig 'em out of their hiding places in the deck. Packing a Switch or Gust Of Wind will help you arrange the battlefield in your favor.

PLAYING STRATEGIES

Got your deck ready, pokémon trainer? Good, 'cause it's time to do battle. Your opening draw, along with the deck design, will tell you how to start your game.

If your deck features a bevy of blitzing beasties, pick one that

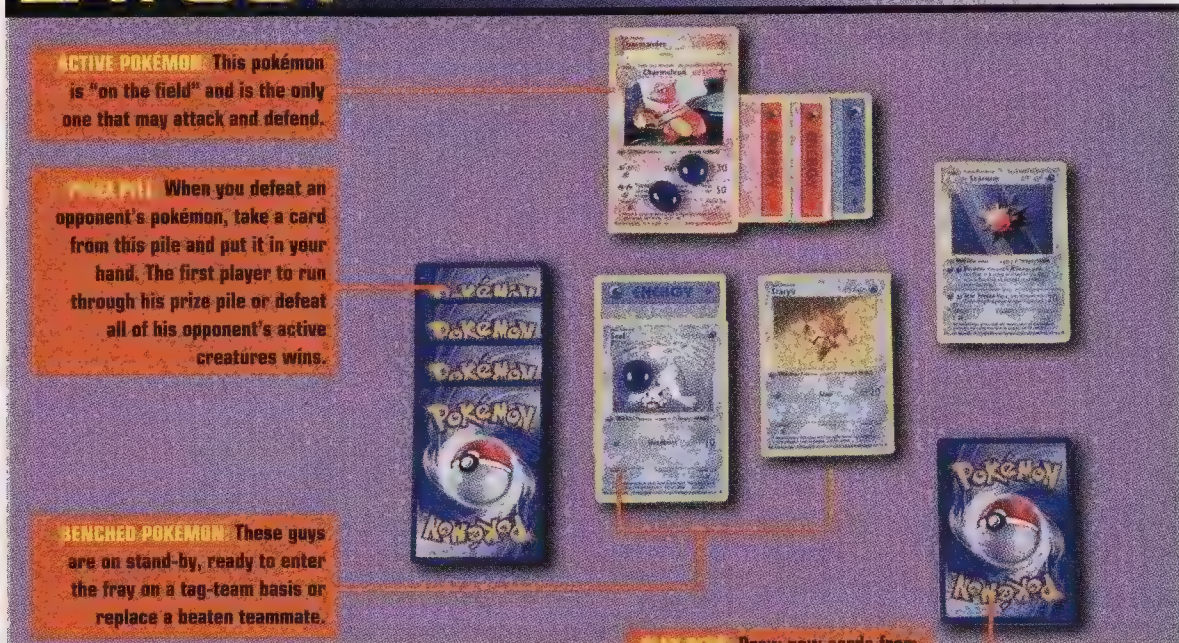
LAYOUT

ACTIVE POKÉMON: This pokémon is “on the field” and is the only one that may attack and defend.

PRIZE PILE: When you defeat an opponent's pokémon, take a card from this pile and put it in your hand. The first player to run through his prize pile or defeat all of his opponent's active creatures wins.

BENCHED POKÉMON: These guys are on stand-by, ready to enter the fray on a tag-team basis or replace a beaten teammate.

NEW CARDS: Draw new cards from this deck



can dish out the damage from the get-go as your opening, active pokémon, with an attack cost of two energy at most. Rattata, Machop and Electabuzz are three basic pokémon who can get going on the first turn.

If your deck builds slower—maybe you need time to cook up some potent evolvers—toss out a sacrificial lamb to take some hits while you prepare your stage one and stage twos for battle. Chansey and Onyx make great starting punching bags and can buy you the few extra turns you need get your Charizard fired up and ready to go.

There comes a time in most games when you must decide whether to let your little soldier take one for the team or jerk him back and put out a pokémon that isn't quite ready to do its stuff. What you should do in situations like this depends on what's left in your deck and how many prizes your opponent has left to claim. Early in the duel, it's probably better to let your cute lil' pokémon fall on its sword and spill its blood for the cause to buy you an extra turn or two to power up the next wave.

Later on in the game, when it becomes critical not to let your opponent get a prize, pulling your pocket monsters back is wiser.

Don't waste your energy! If you have a pokémon on the ropes, you may not want to toss energy on it just to get one more attack in before it croaks—unless you can win, of course. In most situations, you're better off building up one of your benched guys to take his place.

While 99 percent of the time you want to knock out your opponent's pokémon as soon as you can and claim your prize, there are times when it might be better to leave it in the hot seat and bide your time. For example, if he's got a wussy pokémon out front—like Onyx—which has a high retreat cost, you might be better off leaving him there while you strengthen your back benchers. This is especially true if your opponent has a really scary pokémon on the bench which will rock your world if it makes it up front.

While you don't have to play all of your basic pokémon to the bench, remember to have at least one or two there at all times to protect you against losing by not having an available replacement if your active one is defeated. You don't need to fill up all five slots as soon as you can; it's often better to keep some cards in your hand and see what turns up from the deck.

Late in the game, when your opponent only needs one more prize to win, serving up a wimpy pokémon can be deadly. With one Gust Of Wind, your opponent can summon your weeniest guy to the fore to take a fatal "poké" in the eye. Of course, the inverse is also true; if you see your opponent play a weakling at the last moment, don't hesitate to Gust him into oblivion.

POKÉ TILL YOU DROP

Pokémon is a successful game because the rules are simple and the game plays smoothly, without timing problems. It's a fun game because there's a lot of strategy involved and because it's more laid back than most other CCG's. Every deck is capable of throwing things at you a little differently from the last one. Each trainer you face will offer different challenges. Now that you have some clue how to deal with them, go forth and become the best pokémon trainer in the world!

Rich Lipman has been spending hours trying to teach his Metapod to stiffen on command.



"Fire & Ice" is a fast-building energy discard deck designed to crank out fire pokémon who can roast your opponent's weenies. Pop the little suckers out, evolve them when you can and discard energy to smite your enemies.

• The Charmander/Charmeleon/Charizard series is one of the most powerful in the game and capable of dealing a world of hurt. Not too much in the game can stand up to a fully loaded Charizard.

• Fire pokémon are vulnerable to water attacks, which is where your water-based guys fit in. They can soak up a lot of damage and have some useful abilities on the side.

• The Seel/Dewgong series works well. Seel has a high hit point total for a basic pokémon while Dewgong is one of the most powerful stage one creatures available.

• Magmar can deal a lot of damage, has reasonable hit points for a basic and fits in with the decks theme of discarding energy to "supercharge" the pokémon.

• The Staryu/Starmie series is added for two reasons: Staryu can deal 20 damage with only one energy and Starmie's star freeze is effective, using almost any type of energy.

• The Energy Retrieval and card drawing helps minimize the disadvantage in using Fire Energy to "supercharge" the fire pokémon; you can always be sure more energy is on the way. ■ Rich Lipman

FIRE & ICE POKEMON

- 4 Charmander
- 2 Charmeleon
- 1 Charizard
- 4 Seel
- 3 Dewgong
- 3 Staryu
- 2 Starmie
- 4 Magmar

TRAINER CARDS

- 4 Energy Retrieval
- 4 Bill
- 2 Professor Oak
- 1 Gust Of Wind

ENERGY

- 13 Fire Energy
- 13 Water Energy



plugged in

Myth II: Soulblighter by Nachie Castro

The tides of war are conspiring against you today. You have a paltry force of eight troops to stave off 25 oncoming undead. The body parts of your comrades litter the ground before you. Wave after wave of enemy attacks have pushed your forces against a rock and a hard place. Fear dances in the eyes of your troops as you bark out a final set of commands. Minutes later, your survivors stand victorious. Smoke rises from the ground as the last of the fires started by your archers die out; craters are all that remain where explosives were placed. There's just enough time to get a sigh of relief when you feel the ground shake, and spy a pack of wolfman-like Myrkadians racing toward you...

These are the odds you will be facing in *Myth II*, the sequel to the award winning real-time strategy game by Bungie Software. *Myth* was the first strategy game that allowed the player to utilize all 360

degrees of the battlefield, a battlefield that became even more interactive with realistic physics affecting decisions. The scenery provides cover and impacts the effectiveness of your weapons, forcing you to manage your troops closely. There are many variables, but quick thinking, tight management of your forces and the proper use of each unit's special abilities will see you through. We'll get you going in this article with the forces of good. Once you get the basics down, go online for a crack at playing the bad guys.

Units

One of the most important parts of the game is knowing which units to use in which situations. Send four dwarves against four archers, and you get four dead dwarves. Send four archers against four stygian knights, a quartet of slaughtered bowmen. Four dwarves against four knights? The smoking remains of

FIRE AND BRIMSTONE It's war with all the fantasy trappings. Even exploding dwarves!



Myth II: Soulblighter™ & © Bungie Software

armor. Whether or not you're alive at the end of a mission depends on how well you can juggle and arrange all of your units. To get an idea of the good and bad that comes along with each unit, here is a fighter-by-fighter breakdown of what to exploit and what to watch out for:

Warriors: These are your bread and butter field units. They are pretty tough, with no special abilities, and they need to be within sword range to hit their target. Strengths: Tough, effective in numbers, and one of the faster units. Weaknesses: No special abilities, often tagged by friendly fire.

Berserks: "Braveheart" versions



of the warriors. They have less armor and are great sprinters, allowing them to chase down enemies. Best used in numbers to take out long range units—just be sure that you use several at a time since a couple will usually get toasted. Strengths: Speed, quickness of attack. Weaknesses: Their "armor" is a kilt. Kilts were never known for their protective qualities.

Heron Guards: Warrior versions of the field doctor journeymen units, the Guard members wield two swords, move quickly and are able to heal themselves or another unit as a special ability. The Heron, simply put, are the kings of the melee units. Their healing ability, while limited, is still quite effective. Keep in mind that the healing ability takes a moment to use, so don't wait for your troops to be at death's door before saving them. Strengths: Tough, fast, quick melee attackers with ability to heal. Weaknesses: They're still melee units, and can be fodder to numerous ranged attackers.

Archers: Use them well and they can control the flow of a game. Poorly, and they'll end up hacked into pieces. They should be your back line, attacking and falling back repeatedly, and should always be used in groups. You should also practice your

vital stats

COMPANY: Bungie Software

GENRE: Real-time time fantasy strategy game

RECOMMENDED COMPUTER: 200 MHz Pentium or Power Macintosh

WEB ADDRESS: www.bungie.com

APPROXIMATE COST: \$45



DEATH FROM ABOVE Terrain makes a big difference, especially if you're attacking from the high ground.

warrior/archer attacks so that the warriors can attack without getting hit by friendly fire. Also, they're usually more expendable than your warriors, so don't get everyone else killed trying to save them. Strengths: Flaming arrows can force an enemy into a position easier to attack, good for getting units off of hills and whittling down attackers. Flaming arrows can also set off explosives an enemy is carrying. Weaknesses: If caught they die easily, because they can't fire arrows at short range. They also tend to plant arrows in allies' backs.

Dwarves: "Make a hole!" The tanks of your armies, these stout warriors pack explosives that can kill numerous opponents in a couple of shots. They're none too quick, but few can make it through the explosions that hit them. Strengths: Power. The explosives will cut through troops, especially in groups. With effective timing, the explosive satchels they can set are also a great way to herd enemies, or make archers waste fire arrows to set them off. Weaknesses: They're psychos with a distinct lack of foresight towards friendly troops. Watch 'em, or they'll cut a hole through your defenses. Their bombs often won't work in the rain, and can be deflected away from an intended target. They're also walking explosives, so one stray spark (or fireball) will blow them and anyone near them to kingdom come.

Warlocks: The warlocks are like smarter dwarves in many ways. Their fireball attack does more splash damage than the dwarves, and are much more accurate. However, their magical energy regenerates slowly. They are most useful in the beginning and at the end of a battle. They are physically weak, so if you've got a fast unit that can take a fireball for your warlock, use it. Get one or two shots in with your warlocks, and quickly move them to a position on the perimeter of the battle with an escort of some sort. They are also perfect as a reserve force for the end of battle. Strengths: Accuracy, large amount of damage. They're great for "popping" wights or blowing up dwarves. Weaknesses: None too tough, and their ammunition is dependent on how much energy they have left, which can leave them high and dry if they're chased down.

Battle Tactics

Whatever you're fighting against, the ability to maintain positioning of your troops is essential to victory. If you just fire them



SHHH! Be vewy quiet in the library, especially when you're about to hurl explosives.

your way, as long as you're not too horribly outnumbered. If the enemy begins to get too close for comfort, make the archers and dwarves fall back, while sending nearly all of the warriors in to intercept. And above all, make sure the dwarves don't start lobbing high explosives into the fray. Get them all out of direct combat and hit the space bar to freeze them.

Offense. On the offense, try to utilize any and all numerical advantages. Typically the AI has creatures of the same type hang out in groups, which makes your life much easier. If they've got lots of thrall, or some other creature with only a melee attack, send in the dwarves and archers to bulldoze a path. Use warriors and the fleet-of-foot bezerkers to chase down

all in at once against a prepared foe, you'll end up digging graves for the pieces of your troops. Regardless of which troops you have, it's usually best to keep them spread out in a long line. This will make sure any explosives coming your way will hit only one unit. When setting up, you should take a look at the surroundings and try to see where you want to force the enemy's troops. Try to herd them to lower ground or open fields to maximize your ability to fire ranged weapons at placed satchels or to set the ground on fire. Also, evaluate how important where you are is. Don't hold onto the final hill if it's on fire and about to be stormed from three sides, since it's tactical advantage is pretty much nil.

Defense. If you are on defense, keeping a tight rein on your units and shifting in response to the oncoming attack is both smart and essential. The creatures in *Myth II* will often attack straight on, and if you put your dwarves and archers in the center of your units, with a couple of warriors angled on either side, you should be able to handle most things thrown

spear-wielding soulless, since they can take a couple of hits and live. Always try to use more than one unit when attacking anything with a ranged weapon; the pause that comes after they fire should give you a sizable window of attack. This strategy is especially key against the lightning-throwing fetch, which can take out a unit in one shot.

Terrain. The hills and valleys of the rotating 3D world of *Myth II* give you plenty of factors to worry about during gameplay. Since units with ranged weapons have better accuracy and range when they are at higher elevations, the importance of controlling the high ground is unquestionable. However, even two dwarves dropping death from the top of a hill will be toast against greater numbers, and if all of your forces are occupied by holding the high ground, you have effectively limited yourself while your opponent has all kinds of room to maneuver with. Trees and buildings will provide cover from enemy fire, and are a great way to protect your troops, or to at least regroup survivors and try to get a grasp of the situation. You

SURVIVAL KIT An ideal *Myth II* formation.

The warrior versions of the Journeymen. Keep your eye on them so you can heal them in battle if close to death. In order to use the healing in a fight, you must first freeze them. Do not wait until they are in the red, or they'll die before using the healing power.

Have them fire at will as soon as the enemy is within range, then drop them off to either side so they can get hits in without too many friendly fire hits.

Great for rushing ranged units, or for splitting up in order to get behind a formation.

Let them get as many volleys as possible off towards the melee units, then drop them back and keep them from blowing up your troops.



Positioning your ranged units on an elevated piece of ground can make all the difference in the world. It will makes arrows and explosives travel further and with greater accuracy, which can spell the difference when facing an evenly matched force.

Give your melee units some extra time to draw fire or to heal by hiding them behind something. Trees and buildings can be easily used as shielding. Just get comfortable rotating the point of view in the midst of battle.

Hit 'em hard and fast, then drop them back. They don't have the reckless abandon of the dwarves, so you have to give them a clear line of sight before they fire, putting them all the way in front. Use the confusion spell from afar to mess with troops mid-battle.

HOT SPOTS

There are several good Myth II sites on the net. For a comprehensive site filled with message boards, strategy columns and places to find multiplayer tournaments, point your browser to www.Mythii.com.

• For news and links to get information from multiplayer areas, try The Myth Townhall:

www.townhall.clanplaid.net

• If you're interested in mapmaking and editing, check out Sons of Mygard:

www.myth.theresistance.net

• And for game films that are both entertaining and educational, try The Carnage Film Festival

www.geocities.com/timesquare/realm/4564

Who says you never learn anything worthwhile from the Internet?

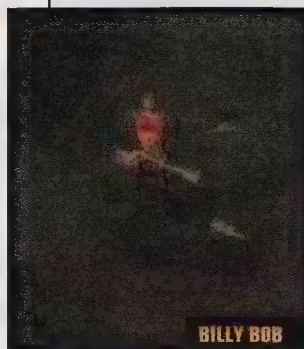
EXPERT TIPS

• Practice moving your more expensive units out of harm's way on the fly. For example, maneuvering a

warlock out of the way of another warlock's fireball, or getting a melee unit to "take the bullet" for the magician.

• Got a contingent of troops to take out? Send in a dwarf with archers as back up.

Once the enemy troops start getting close to the dwarf, send a couple of fire arrows at the dwarf. He'll blow up, as will all the



satchels he was carrying.

• Set up your archers on the flanks of a pack of melee units fighting. This will result in a far lower number of friendly fire hits on your troops.

• Packs of melee troops are usually the best way to kill Trow, unless you've got a ton of ranged attack units. The Trow will typically plant its foot through them before they get too many shots off though.

• Want to try some good 'ole redneck carnage? On the level "Down A Broken Path" send an archer to the northern most part of the river, where you'll find an island with three frogs. (Any similarities to a certain beer commercial are purely coincidental.) Shoot the amphibians and they'll turn into eggs. Then finish the level and it will take you to the secret level, "A Long Awaited Drinking Party."

into the single player mode to get the hang of how each unit deals with different situations. Going online at bungie.net is another great way to get some practice in. After all, a live opponent with all the units at his disposal will be more crafty than the set AI will be. So get out there and start blowing things up!

New York City native Nachie Castro now screams "make a hole!" whenever getting onto a subway car. He has little trouble finding seats.

Turn the page for more tips on the hottest games ➔



can often change a situation where you're being chased down to one where the hunters are walking into your trap if you can shield yourself with cover.

Positioning. Whenever you are fighting on a level with choke points, be it castle entry points, rooms within interiors or just valleys outside, use the environment to your advantage. Explosives do a higher amount of damage inside, so a satchel here and there in doorways can take out whatever is foolish enough to chase you. When forced to storm a castle's entryway, be sure to get close to the walls and look all around the other side so you know what to lead with.

One of the most offensive moves in *Myth II* is being able to flank an opponent. By using archers and dwarves with melee units on the fringes waiting to close in once the enemy gets close enough, you can spread out the formation and draw your enemy in closer and closer. The idea is to drop the ranged units back further and to the side, while letting swordsmen take care of the other melee units, who will have already taken some damage from your ranged fire. The positioning of the troops when engaging is also important. It takes a good amount of practice, but try to spread out the warriors so that when they fight, each one can hit its target. Send fire arrows after opposing dwarves immediately—consider them bombs within your enemies ranks. And above all, make sure that your final troops aren't a couple of wounded archers. If someone's gotta die, sacrifice the archer.

Tangibles. The order of commands you use in combat can tip the scales as well. There's no need to wait for the enemy to come into range when you can control-click on the ground directly in front of them to launch preemptive strikes. Using warlocks or dwarves in this fashion will help avoid a tit-for-tat fight where luck is the determining factor of who wins. Another thing to keep in mind which may tilt the scales in a skirmish is that your units gain experience with the number of kills they have, so the fighters with more kills are worth looking after. Also, unlike the forces of light, undead units can hang out underwater, which makes them the perfect ambush units. Try not to travel directly next to water, so that if something pops its head up you'll have time to get some ranged shots in. This is especially true if a wight appears—its explosion can trigger dwarves and wipe out troop formations. Fortunately, dwarves and archers have better range than the wight's explosion, but there is always the risk of being surrounded.

Bombs Away!

Now you should have enough to get started on *Myth II*. Jump

EVERQUEST

- You can cast defensive and stat-boosting spells on yourself while engaged in combat, and you can do it efficiently with a little keyboard work. Remap "target nearest NPC" to F2 and put your favorite defensive spell into the third quick-key slot. During combat, a quick combination of F1, 3, F2 will allow you to cast a spell on yourself without missing a beat on the attack.
- The Qeynos guards aren't very friendly toward necromancers, attacking them on sight. If you want to travel to or from Erudin, use the underground Qeynos aqueduct system. There are two under-



water entrances outside the city: One is beneath the docks by the Port Authority and the other is behind a secret door along the north wall. (Look for the ivy-patched area east of the main gate.)

- Speaking of secret doors, Norrath is full of them. The rogue guild in the gnomish city of Ak'anon is hidden behind one of the curtains in the cleric guild.

BALDUR'S GATE

• Even the most stalwart adventurers can be overwhelmed by numbers. If you're facing a large group of enemies, such as the dread wolves in the basilisk area, you don't necessarily have to face them all at once. After scouting the area with a thief, carefully inch a character toward the mob, drawing foes to your group a few at a time.

- Another good way to deal with a mob is to send a charmed NPC in first. You can do this by accompanying him with an hidden or invisible character and then ordering the NPC to attack.



• Before heading off to chapter six and finishing the game, stop by the Sorcerous Sundries magic shop in Balder's Gate and stock up on wands of master summoning. Generating hordes of defensive creatures will be super handy especially at the end.

THIEF

• Having trouble getting into the haunted cathedral? Go to the grotto with the key-shaped pedestal and shoot fire arrows into the unlit torches on either side of the statue.

A door will open. When you come to the closed and barred door, put rubble on the right pedestal and stand on the left one. Run through when the way is clear, and keep the gate open by using the lever inside the door.

- When attempting missions that offer to sell you tips, buy the tips, start the mission and read them. Then start the mission again and spend all your money on equipment.



ULTIMA ONLINE

• A common tactic used by PKs is to paralyze their victims and



then blast away. To escape, prepare ahead of time with an explosive potion or magic-trapped box. As soon as you become paralyzed, double-click the potion or box and the resulting explosion will break the paralysis.

- Taming nightmares is a lucrative, but risky proposition. To avoid the nightmare's dangerous fireball attack, taunt your target. Then, as soon as you hear it growl, recall to safety. Quickly return and your task will be much easier, as the nightmare won't fireball again.

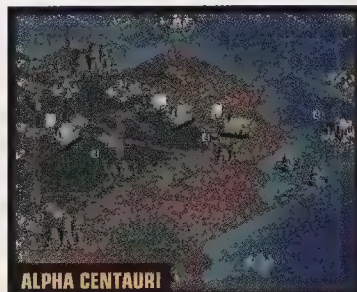
ALPHA CENTAURI

• Much like in *Civilization II*, the special projects that give you instant technology advances—in this game Secrets of the Human Brain and Universal Translator—are key to giving you an edge over your opponents, live or AI.

• You can activate the scenario editor by hitting Ctrl-K. The options are listed under menu/scenario. However, cheating will affect your score.

• If you want to do a little cheating without hurting your score, you can do "reconnaissance work" to explore the map. When moving a unit, left-click and drag.

You'll be given the coordinates of the map areas you drag over—even those you haven't explored—as well as any landmarks or cities located there.



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6/24-6/30

7/8-7/14

7/22-7/28

7/29-8/4

8/12-8/18

8/19-8/25

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7/15-7/21

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1. Entry: To enter, mail your completed entry to Wizards of the Coast, Inc. ("Wizards"). No purchase required. One entry per person. Entries must be received before midnight (Pacific Time), May 15, 1999.

2. Prizes: a. Grand Prize: One Grand Prize Winner will be awarded a one-week session at GameCamp, consisting of one roundtrip coach air ticket from any major commercial international airport within the United States to the international airport. Travel arrangements must be made at least three weeks in advance of travel dates. Prize also includes six nights accommodations and meals. All arrangements must be made through Wizards and are subject to availability. Travel shall occur between the dates of 6/24 and 7/26 depending on GameCamp session. Collectively, this prize has an estimated value of \$1,500.00. **b. First Prize:** One First Prize Winner will be awarded paid registration for a one-week session at GameCamp. This prize has an estimated value of \$1,000.00. **c. Second Prize:** Two Second Prize Winners will be awarded \$100 worth of Wizards game products depending on availability. This prize has an estimated value of \$100.00. All other expenses and all taxes are responsibility of winner. These prizes are guaranteed to be awarded, and are not transferable, assignable, or redeemable for cash. No substitutions for prizes will be available. Winners will be selected by a committee based on originality and creativity on June 1, 1999.

3. Eligibility: Void where prohibited or restricted by law. Winner's parent or legal guardian, who signs for Winner, must be at least 18 years of age as of May 15, 1999. In order to receive any prize, parent and parent or legal guardian must sign a Wizards affidavit of eligibility/release of liability/prize acceptance ("Affidavit") within ten days of receipt of notification of their prize. By acceptance of prize, Winner agrees to the use of his and her name and/or likeness for purposes of advertising, trade, or promotion without further compensation. Employees of Wizards and its respective affiliates and distributors are not eligible.

4. Winners List: For a list of winners, send a stamped, self-addressed envelope to GameCamp Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707. Requests for a list of winners must be received by October 30, 1999. Allow 6-8 weeks for delivery of winners list.

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Legends

by Chris Doyle

Luxxor, Alien Wizard



Tendrils of blue-black smoke rose from the base of the sky-orb. The orb hummed softly amidst the silence of the villagers, its bright, silver surface marred only by the blood of those unlucky enough to be in its path as it fell earthward. With a sharp hiss, a portal opened in the enormous sphere. Thick clouds of dark blue mist issued from the opening and then parted to reveal a large, hideous figure enshrouded in a voluminous black cloak. He reached skyward, his long purplish, clawed fingers clutching a short silver stave across which small arcs of lightning played. At once, the surrounding crowd fell to its knees...

ORIGIN

Luxxor is an alien stranded on a world of superstition and magic who masquerades as a powerful wizard, holding sway over a primitive population of humanoids. He simulates spells with the use of high technology equipment and gadgets. Through the use of carefully chosen clothing and his "magic," Luxxor hides his more alien features and technology.

Undersized for his species at a mere seven feet tall and hounded by his peers, Luxxor was driven to pursue scientific research, a position of low status among his warrior race. As a desperate outcast on a foreign world, Luxxor has used his intelligence, cunning and acting talents to become the stereotypical wizard of his new world. It didn't take long for the alien to realize the power he held in comparison to the inhabitants of this island in the void and enjoys intimidating the puny humanoids.

Luxxor's immediate goal is survival, but he entertains the possibility of repairing his ship and returning home. To achieve these goals, he indiscriminately uses the plentiful and terrified population he has enslaved.

HISTORY

Luxxor was an innovative scientist, fine-tuning the details on a new drive engine for a small prototype spacecraft when a miscalculation stranded him on a world of low science, high violence and powerful magic. He was forced to crash-land in a secluded mountain region of a

DEATH FROM ABOVE Luxxor's alien science appears to be super sorcery.

ds

world where he had little hope of finding the advanced technology needed to get home.

A primitive tribe of humanoids witnessed the ship streak across the sky and investigated the crash near their village. They decided the metallic craft must be a vehicle of the gods. Using his ship's sensors, Luxxor observed the humanoids from within his craft for weeks while

his wounds healed and he surveyed the damage to his ship. In time, Luxxor learned a great deal about the villagers' culture, including their fear and respect for magic.

The stranded scientist created a disguise to hide his alien appearance and studied their language with the aid of translating programs. He tinkered with various mechanical contrivances to simulate magical effects. When he felt fully prepared, Luxxor revealed himself to his new subjects and established himself as the dark sorcerer appointed by the gods to rule them.

SPECIAL ABILITIES

Luxxor has several advanced technological devices he uses to simulate magic spells:

- Hidden under his cloak is a portable language-translating computer. The receiver is shaped to look like an ornate medallion.
- By mixing various chemicals secreted by his own body, he can create a thick blue smoke which can be released through hoses attached to a bodysuit which captures the secretions.
- A marble-sized sphere hovers near his hand. When activated, it covers Luxxor in a force shield that grants him protection from the limited weapons of his adopted world, though not from the more powerful magic of true magic-users.
- Luxxor carries a short metal staff which can generate varying levels of electrical charge on command. He can throw these lightning charges up to 50 feet. This staff also allows generated an antigravity field which allows him to fly at speeds up to 40 miles per hour.
- His ship is equipped with a hologram projector. When Luxxor's mind is plugged into the computer core of his ship, the ship's projector can create holograms from Luxxor's thoughts, projecting vivid illusions up to 150 yards.

CAMPAIGN IDEAS

• The player characters (PCs) are hired to acquire a rare, magical ore, used in the recharging of magic items. Perhaps the PCs even need to recharge their own failing magical equipment.

When they arrive at the site, they discover the humanoids, led by Luxxor, already control of the ore. Luxxor needs it to provide energy for his ship.

• The PCs are hired to rescue an NPC inventor who was kidnapped by Luxxor's humanoids. What appears to be a random attack is actually only one of several kidnappings throughout the area, as Luxxor is assembling the planet's greatest sages and inventors to help him repair his ship.

• The band of humanoids under Luxxor's control captures the PCs. They are stripped of their weapons and placed in a cell. The former humanoid chieftain offers to free the PCs in return for a favor. He wants them to defeat Luxxor, or at least reveal his charade to the tribe.

Chris Doyle uses hologram projectors, smoke pellets and a lot of bribes to make it appear he's a professional writer.



LUXXOR, ALIEN WIZARD

Luxxor's wide variety of abilities provide many options for foiling the plans of your opponent. He can deal direct damage or summon flying wearies as necessary. Plus, his alien technologies grant virtual invulnerability. You could say he's extraordinary...

game stats

THE LORE

ADSD

Stats: Str 15 Dex 15 Con 12 Int 18 Wis 13 Cha 6 THACO 13 AC 4 [-2 with force shield]

Hit points: 55

Abilities: Besides those abilities mentioned, Luxxor also carries a staff that allows him to cast lightning bolts at will as if he were a 7th-level magic-user. He can do this up to 20 times before he needs to recharge the staff in his ship. Additionally, Luxxor's claws can do 1-3 points of damage per attack as well.

LEGEND OF THE FIVE RINGS

Stats: Earth 3 [Willpower 4], Fire 3 [Intelligence 5], Air 2 [Reflexes 4], Water 2 [Perception 4], Honor 0 TN to hit 15 [20 with force shield], Armor 2 [7 with shield]

Wounds: 15-1, 30-2, 45-13, 60- dead

Attack Rolls: Claws 4k2, Lightning bolts 5k2

Damage: Claws 3k2, Lightning-bolts 5k3

Skills: Acting 4, Investigation 3, Archery 3, Defense 3, Hand to hand 2

In the world of *L5R*, Luxxor took the name "Kuzuru."

[ONDECK]

Alpha Centauri

A great leap forward for mankind.

Ready for humanity's new great leap forward? Sid Meier's *Alpha Centauri*, a veritable sequel to his critically acclaimed best sellers *Civilization* and *Civilization 2*—even though produced by a different manufacturer—is a strategy game based on mankind's first steps at the colonization of space.

Picking up almost where *Civilization 2* left off, *Alpha Centauri* follows the U.N. colonization spacecraft *Unity* on its voyage to Chiron, the nearest planet with an atmosphere sufficient to support life. Problems ensue during the trek, and the ship jettisons seven life pods to Chiron's surface, each with the makings of a planetary colony and manned by people with differing ideals on how society should be run. Your mission? Choose a faction and lead them to political and military supremacy!

The Good

Alpha Centauri mixes hard science fiction with a critical analysis of human history. The game designers really did their homework, and it shows. Gameplay is packed with both realistic societal developments—e.g., the more advanced a settlement gets, the less efficient it is—and funky sci-fi stuff, from chaos guns to psi-tech goodies. Periodic text interludes sweep the player into the ever-developing storyline, and every faction follows its own doctrine, which may or may not benefit you.

AC's interface excels in presenting a lot of data in an orderly fashion. Its "governor" feature, which automatically manages bases for you when you want it to, is very helpful in ruling your ever-growing empire. Of course, you have plenty of opportunities to roll up your sleeves and micromanage your sprawling empire to your heart's content. Each base can be set to explore, build, discover or conquer, so that a faction can maintain a balance of size, infrastructure and military might. A design lab allows for implementation of scientific breakthroughs, upgrading equipment with improvements like new weapons and better shielding.

What gives the game true depth and sense of saga are the multiple victory conditions. Sure, you can stomp every enemy into dust, but there are other paths to success: Win diplomatically by being voted supreme leader of the planet by your opponents, economically by cornering the global energy market, or theologically by completing a secret project titled "Ascent to Transcendence" and reach mankind's next evolutionary step.

The options don't end there, however. *Alpha Centauri* offers up a host of additions that allow for virtually infinite replay. A random map generator, scenario and planet customization, a smooth multiplayer experience and the freedom to name your faction are just some of the cool options at your fingertips.

Alpha Centauri has surprisingly minimal technical requirements. You won't need a jacked-up Pentium 400 to get up and running.

PUBLISHER: Electronic Arts

GENRE: Science fiction strategy computer game

RELEASE: February 1999

SYSTEM: 133 MHz Pentium, 16 megs RAM, 60 megs HD space

SUGGESTED RETAIL: \$39.99



The Bad

If you're looking

to dive right into *Alpha Centauri* and all its wonders, expect to spend a good amount of time familiarizing yourself with a host of scientific discoveries and technologies like polymorphic software, eudaimonia and nanominiaturization on your path toward transcendental thought. And while you don't need to hold an advanced degree to get started, it will take some effort to learn the ropes, especially for those new to the genre. Gameplay doesn't differ tremendously from the *Civilization* games, which is somewhat disappointing considering how many years the game spent in production.

Also, the world display, while adequate in the early and mid-game, becomes cluttered later in the game when more units and bases are in play. A downloadable patch offering an alternate color palette, available from the official *Alpha Centauri* Website, promises to help a bit.

The Deal

If you enjoyed the *Civilization* games or are an enthusiast of strategy games in general, *Alpha Centauri* is a must-buy. Sid Meier, the god of god games, comes through once again. The intuitive interface, in-depth gameplay, and near-limitless options will have you glued to your screen. So grab a copy and fire up the missile units and propaganda ministers; you have a planet to master. ■ Dan DiGiacomo

ALPHA BITS *Civilization* gets updated for space colonization in *Alpha Centauri*.

THE VERDICT

A

Pokémon

Cute has officially come to CCGs.

Drop your adorable lil' pokémon into battle, power them up with energy, evolve 'em and watch 'em take bite bites out of their enemies' hides. Watch out, though, because some pokémon are resistant to yours.

PUBLISHER: Wizards of the Coast
GENRE: Anime CCG
RELEASE: January 1999
FORMAT: 102 cards; 60-card preconstructed decks and 11-card booster packs
SUGGESTED RETAIL: \$9.99 per deck, \$2.99 per booster.

The Good and the Bad

Pokémon is a brilliant adaptation of the TV show and Gameboy game, neatly capturing the spirit and action of an actual pokémon battle. The rules are elegant and simple; even someone new to CCGs can pick up the game in minutes. The large number of pokémon and the strategies of combat provide enough variety to keep the game fresh for some time, even for players of more advanced CCGs. It's a friendly game, with no messy timing issues, controversial cards or arcane errata.

Pokémon's primary flaw is that card balance is off. Why play a trainer card which allows you to draw two cards when you can play one which lets you draw seven? With no regulating factors like casting costs, some lesser cards seem destined to drop off the face of the Earth as players favor the power cards. Finally, players who crave the complex strategies of *Magic* might find the game a little too tame after a couple of bouts.

The Deal

With the release of *Pokémon*, cute has officially come to CCGs. With a popular subject and simple gameplay, it's the perfect game to bring new players into the CCG hobby. It sold over 400 million cards in Japan, and seems destined to do just as well here. ■ Paul Sudlow



THE VERDICT **B+**

Darkness Revealed

An epic saga packed with nasty twists and Machiavellian intrigue.

"Darkness Revealed" creates an epic *Trinity* campaign in three books: *Descent into Darkness*, *Passage Through Shadow* and *Ascent into Light*. Each contains two or three adventures with location source material and color sections with in-universe information for players. The plot sends characters across the galaxy to Luna, the Crab Nebula, Mars and to sites on and above Earth.

PUBLISHER: White Wolf Game Studio
GENRE: Science fiction RPG campaign
RELEASE: March, August, December 1998
FORMAT: Three 120-page softcovers
SUGGESTED RETAIL: \$15.95 each

The Good and the Bad

"Darkness Revealed" relies on Machiavellian intrigue between psi orders and nasty plot twists, complete with Aberrant and alien influences. The player background material provides useful information while setting the proper tone for each adventure. Each book is peppered with good art and helpful sidebars, plus tips on running scenarios if you're missing an earlier campaign supplement or wish to skip an adventure. The nefarious plot's gradual revelation blossoms into another adventure sourcebook, *Alien Encounters: Invasion*, which came out in February.

A minor quibble: Though the books do a good job of providing what you need to run each encounter and evoke the proper mood, you'll need to flesh the locales out if you want to use them in more extended conflicts or as settings for other adventures.

The Deal

In three stout books, you get an epic campaign filled with elements which play off the *Trinity* universe's strengths: psi orders, Aberrants and aliens and their inherent twists, surprises and betrayals. A solid value for your money. ■ Peter Schweighofer



THE VERDICT **A II**

Trinity and Darkness Revealed™ & © White Wolf, Pokémon™ & © Nintendo.

Urza's Legacy

Legacy is unlikely to leave a distinguished mark in Magic history.

How do you keep a game fresh after 15 expansions? *Urza's Legacy*, the 16th expansion for *Magic: The Gathering*, gives good indication that Wizards of the Coast is still trying to figure out the answer. Premium foil cards have caused considerable buzz around their latest offering, but the buzz is clouding a set that is mired in mediocrity.

The Good and the Bad

The expansion's one innovation is "sleeping sorceries," enchantments that trigger when certain conditions are met. With the ability to duplicate the effects of powerful cards like *Mind Twist* and *Time Walk*, these cards add an interesting wrinkle. There are also several cards that fit well into existing decks, especially in the form of useful creatures like the cheap 3/4 Simian Grunts or the protection-giving *Mother Of Runes*.

Unfortunately, *Legacy* lacks pizzazz. The new lands that turn into creatures are cool, but they're no Mishra's Factories. The 5/5 *Eviscerator* is neat, but it's no Juzam. A big problem is continuity. Most of *Magic's* expansions have had a tight theme, bound either through play mechanics or storyline, but *Legacy* has neither. With no unifying mechanics and a hard-to-follow story that covers a millennium, *Legacy* is more a collection of random cards than an expansion.

The Deal

As *Magic* sets go, *Urza's Legacy* is average. As always, there are a few high-powered cards, but there is little that will radically alter the way the game is played, and even less with regard to theme. Once you get past the glitz of the foil cards, *Urza's Legacy* leaves little about which to get excited. ■ Jeff Hannes

PUBLISHER: Wizards of the Coast

GENRE: Fantasy CCG expansion

RELEASE: February 1999

FORMAT: 143 cards; 15-card booster packs

SUGGESTED RETAIL: \$2.95 per booster



THE VERDICT C+

The Tomb of Iuchiban

Killer traps are like Russian roulette—boring and deadly.

Say what you like about seppuku, but at least it leaves a respectable corpse—unlike the *Tomb of Iuchiban*, a meatgrinder of a scenario that will annihilate your PCs in numerous messy ways. It's Rokugan's answer to *AD&D's The Tomb of Horrors*, and the player characters (PCs) must venture into it to save the Emerald Empire from the evil Bloodspeakers or—which is much more likely—die trying.

The Good and the Bad

The atmosphere's right; close your eyes and you're in Rokugan. Particularly good is *The Journal of Kuni Visten*, which relates the violent history of the entombed sorcerer, Iuchiban. The scenario has some classic villains too, like Iuchiban's mad lieutenant, Yajindan, a scheming body-swapping maho magician.

The problem is the scenario. It's incredibly derivative; it's like *The Tomb of Horrors* designed by the demi-lich's mad uncle. It's blandly linear, starting with a routine chase and ending at the tomb with a random collection of deathtraps. Killer traps are like Russian roulette—boring and deadly. There are suggestions as to how to tone down the Tomb's nastiness, and you're warned to use only PCs of third rank or above. But it's not enough. Even if the PCs succeed, they'll only escape with the *deus ex machina* resolution that's provided.

The Deal

Killer dungeons are 20 years out of date, and the rules of *L5R* aren't suitable for slaughter-fests anyway. This might work as a tournament dungeon, but on no account use it in your campaign with your players' favorite characters... unless you hate them. ■ Dan Joyce

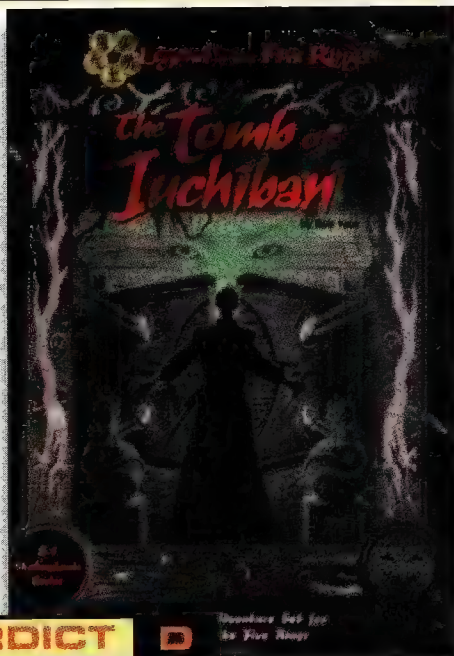
PUBLISHER: Alderac Entertainment Group

GENRE: Oriental fantasy RPG adventure

RELEASE: January 1999

FORMAT: Boxed set

SUGGESTED RETAIL: \$29.95



THE VERDICT D

The Tomb of Iuchiban™ & © AEG. Urza's Legacy & Magic: The Gathering is a registered trademark of Wizards of the Coast.

The Great War

The perfect jump point into the *Babylon 5* universe.

The *Babylon 5* CCG captures the complex texture and flavor of the television series and combines it with an open-ended game engine. The 350-card *Great War* expansion brings a new level to the *B5* CCG.

PUBLISHER: Precedence Publishing
GENRE: Science fiction CCG expansion
RELEASE: December 1999
FORMAT: 350 cards; 2 different 60-card starter decks and 10-card booster packs
SUGGESTED RETAIL: \$8.95 per starter, \$2.49 per booster

The Good and the Bad

Great War starter decks provide the last, best new entry point for beginners since the *Premiere Edition*. New rules for the League of Non-aligned Worlds and the Home Factions are one of the most exciting and enjoyable aspects of the new expansion. Pull the strings of nefarious Lord Refa or devious William Morgan Clark. You can even play a massive game with 10 or more players.

The set's biggest downer is the poorly edited rules; for example, page 53 is missing. Surf to www.eternity.com/B5/b5rules.htm to find out what you didn't get in your rules. This is not a big plus when wooing beginners. Non-aligned Worlds and Alternate Factions create as many exceptions to the old rules as they do new ones, and even a First One would get confused at the logistics of running a 10-player game.

The Deal

Despite the confusing rules, the new starter decks provide the perfect jump point into the *Babylon 5* universe for the uninitiated. The wealth of other cards have been designed to make your existing decks more lethal. This set is worth the investment for the regular *B5* CCG player as well as new initiates. ■ Sanford L. Clark



Wrath of the Minotaur

One of the best intro adventures to fantasy roleplaying ever.

Step into a world of devious monsters and hidden riches. Uncover long lost books and slay evil villains. *Wrath of the Minotaur* is the new *Dungeons & Dragons* Fast-Play Game designed to introduce you to the worlds most popular fantasy roleplaying system.

PUBLISHER: TSR
GENRE: Fantasy RPG adventure
RELEASE: January 1999
FORMAT: 47-page softcover
SUGGESTED RETAIL: \$4.95

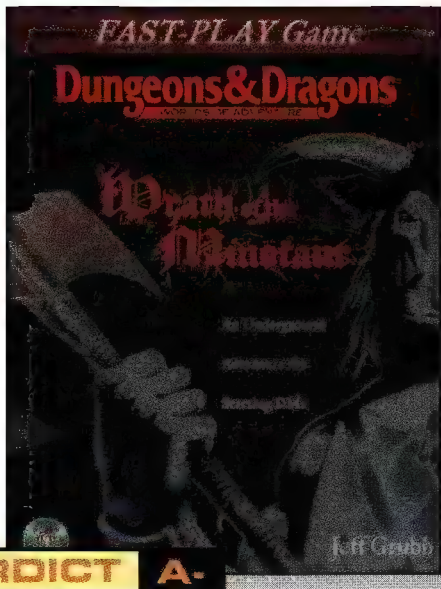
The Good and the Bad

This module is a great introduction to the roleplaying. It jumps into the action without wasting too much time on rules and teaches players the hazards of dungeons without killing their characters. True "roleplaying" is introduced gradually over the course of two separate adventures. An incident with a shepherd defending his flock holding a cocked crossbow teaches players not to kill everything they see. Useful DM tips abound, such as advice on roleplaying kobolds.

Unfortunately, there is no appendix or index, so you have to flip through the pages for rules or definitions you may have forgotten. Also, you will need to photocopy the character pages in order to play because their backside contains part of the module.

The Deal

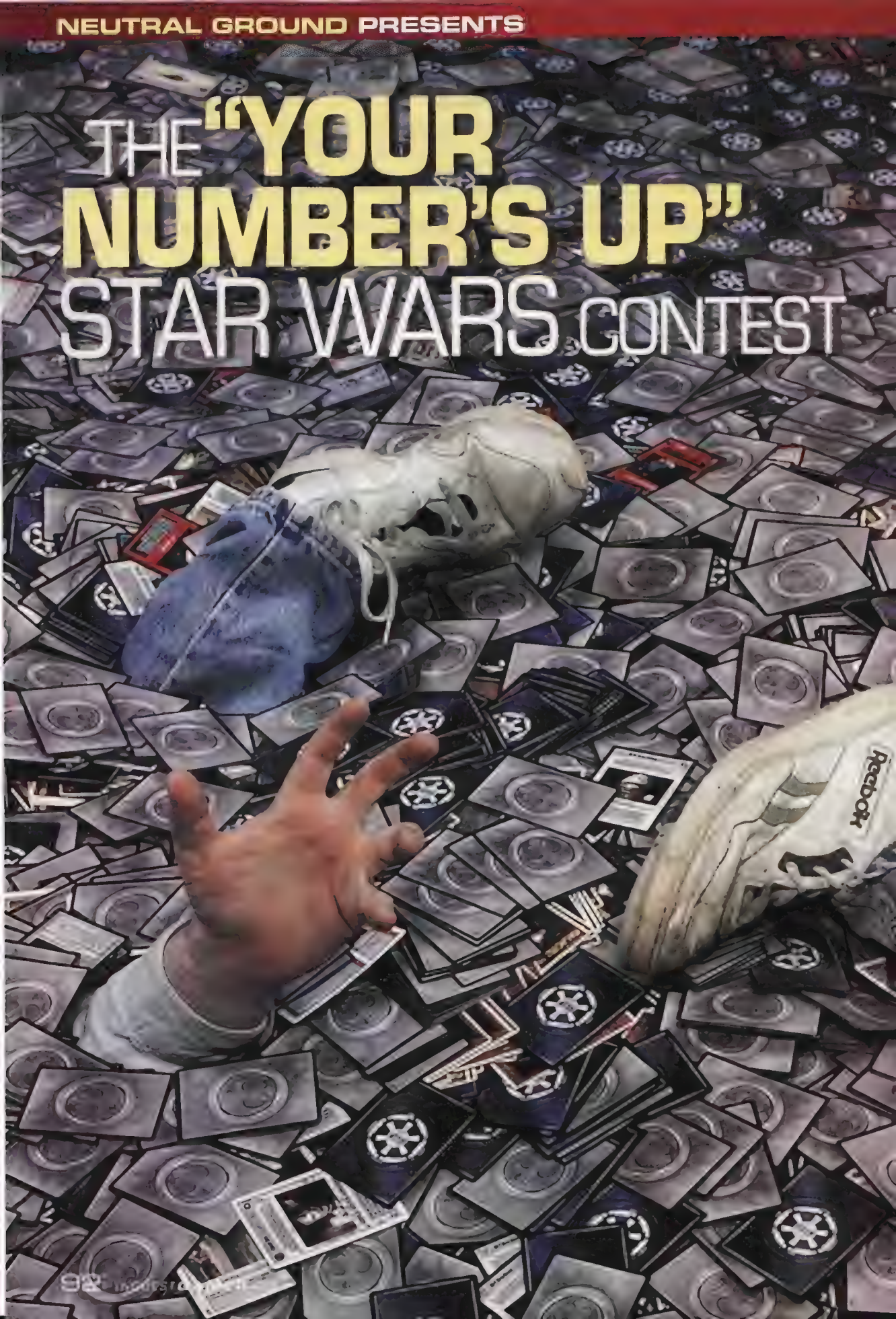
This is one of the best intro adventures to fantasy roleplaying ever. Yes, there are flaws, but the bottom line is that beginners can both run and play in this adventure. Few books accomplish this and, none do so at the incredible price point of five bucks. If you're new to roleplaying, buy this book. Heck, at this price, buy it even if you're only curious. ■ Todd Posey



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4. How many storm/snowtroopers do we see get blasted by lasers?
5. What are six different names Han calls Princess Leia?

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1 lucky know-it-all X-wings away with one of every *Star Wars CCG* card to date! That's complete sets of: *Star Wars Customizable Card Game Limited Edition*, *Star Wars Unlimited Edition*, *A New Hope* expansion, *Revised A New Hope* expansion, *Hoth* expansion, *Dagobah* expansion, *Cloud City* expansion, *Jabba's Palace* expansion, *First Anthology* and *Star Wars: The Special Edition*.

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ANSWERS

5

1 _____

2 _____

3 _____

4 _____

IMPERIAL LAW

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment Group, Neutral Ground, their immediate families and folks who quibble when they say "Wedge Antilles." Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form at a 5-1/2" x 8-1/2" index card, and attach the form or card to your entry. Enter as many times as you like. Mail your entries to: "Fail the Trials" Contest, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your response. All entries and all rights relating thereto become property of Wizard Entertainment Group and none will be returned. All taxes, federal, state and local, if any, will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules herein. All entries must be received at contest headquarters by May 31, 1999. Wizard Entertainment Group is not responsible for lost, late, misdirected or mislabeled entries. Winners will be randomly selected from among all properly completed entries by Wizard Entertainment Group. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than June 23rd, 1999. If an entrant, having been declared as a winner, does not accept the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about June 30, 1999. © 1999 Neutral Ground. All Rights Reserved. "Star Wars," the Star Wars logo, all names and pictures of Star Wars action figures, characters, vehicles, playsets, accessories or any other Star Wars related item are registered trademarks, trademarks, and/or copyrights of Lucasfilm Ltd. Pictures used under authorization. All other properties are TM and/or © by their respective companies. Prizes, items, descriptions and awarded availability are subject to change without notice. Neutral Ground is the affiliated with Lucasfilm Ltd., loans, Wizard Entertainment Group or any other entry. Photo by Paul Schwartz.

For a list of winners, available after June 30, 1999, please a self-addressed stamped envelope to: "Fail the Trials" Contest Winner, Ltd, c/o Wizard Entertainment Group, P.O. Box 118, Congers, NY 10920-0118.

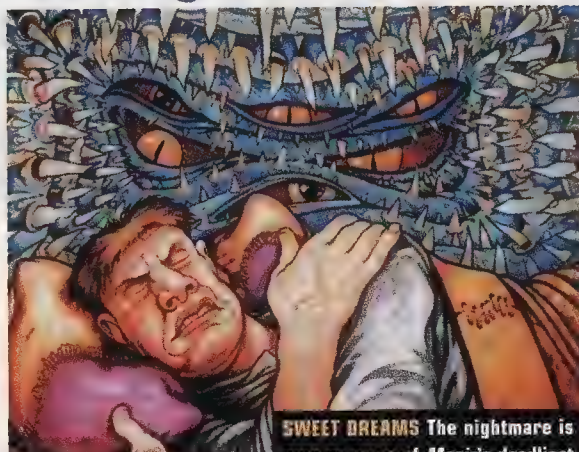
CardSTOCK

Oh, My God! They Banned Kenny! by Rich Lipman

Okay, they didn't ban Kenny, but it seems like they cut just about everything else from the Standard environment. On March 1st, the DCI dusted the moth balls off their patented Urza's Ax of Banning™ and eliminated some of the most popular combo cards around, ripping into their singles value as well. Many people guessed that Recurring Nightmare (\$5) and Time Spiral (\$5) would be on the list, but no one figured that the ax would also whack Earthcraft (\$3), Fluctuator (\$3), Dream Halls (\$3) and even the horribly broken Lotus Petal (25 cents). It's obvious that Wizards of the Coast wants to put a crimp in combo decks.

Hey Mister, Wanna Buy An Earthcraft?

The newly banned cards aren't the only ones that have seen a price hit. The Great Whale (\$6) has been reduced to the mediocre whale, partly because of new errata on the "free" creatures—you only get to untap lands if you actually cast the creature—and partly because of the death of Recurring Nightmare. Survival Of The Fittest (\$9) may survive in decks but won't be the awesome game-



SWEET DREAMS The nightmare is over as some of *Magic's* deadliest combo decks hit the road.

breaker it once was. The Argothian Enchantress (\$6) derived much of its value from its Earthcraft decks.

A few cards may see a shot in the arm as new decks replace those which have been wiped out. Mana Flare (\$5) and Palinchron (\$10) can generate infinite mana. Living Death (\$14) and Tradewind Rider (\$20) will see even more demand now that combo decks have been dealt a blow, rumors of Multani-geddon featuring Multani, Maro-Sorcerer (\$7) are stirring as well. Phyrexian Colossus (\$6) and Colossus Of Sardia (\$5) will be stars of new permission decks relying on *Legacy's* Tinker (\$1).

Curses! Foiled Again!

Now that *Legacy* has been out for a little while, a few interesting trends have emerged. More packs have been opened in the search for the coveted foil cards than is normal for most expansions. This has had the effect of weakening the price of rares, which are more available than they usually would be. The lack of a high impact rare, like Cursed Scroll (\$22) or Stroke Of Genius (\$14), has also hurt prices some. The main candidate for big bucks was the Icy-like Ring Of Gix, but its appearance in the fast-selling "Radiant's Revenge" preconstructed deck has knocked its value down to \$10. Conversely, some dealers have jacked up the price of the "Revenge" deck. The hottest-selling singles of late include Defense Grid (\$7) and Palinchron.

The foil cards have been selling briskly for eye-popping prices. Key cards like Ring Of Gix and Palinchron are approaching the \$80 mark, while lesser rares have been in the \$15-\$25 range. The uncommons and commons have settled around \$10 and \$5 respectively, give or take a few bucks depending on the card. Complete foil sets on eBay have been selling in the \$2200 range.

WHAT'S HOT

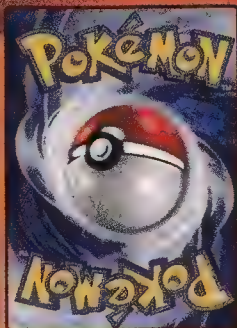
TOP 10 CCGs

1. *Magic: The Gathering*
2. *Star Wars CCG*
3. *Pokémon*
4. *Star Trek CCG*
5. *Babylon 5 CCG*
6. *Highlander CCG*
7. *Legend of the Five Rings*
8. *Deadlands: Doomtowntown*
9. *BattleTech*
10. *Middle-earth*

BIGGEST MOVER

POKÉMON

Pokémon has taken the U.S. by storm. The Pokémon League has been the most successful in the world, and the Pokémon anime series has become a massive success. The Pokémon Trading Card Game (TCG) is also a huge success, and the Pokémon video games are also very popular. The Pokémon franchise is a global phenomenon.



in other NEWS...

TAKE A PIKACHU AT POKÉMON Pokémon, pokémon, pokémon. They're everywhere you look. In case you're out of the loop, pokémon are monsters which can be trained to battle other critters of a similar ilk. The kicker is that most of the creatures are so darn cute. In Japan, there are stuffed versions of most of the pokémon, as well as bookbags, keychains, models and just about anything else you can slap a picture on. What started out as a Gameboy game has grown into one of Japan's biggest licenses, including—you guessed it—a CCG.

In January, WotC brought the Pokémon craze to the U.S. gaming industry with the English version of the CCG. Surprisingly, the cards have been hunted down by Poké-obsessed youths and veteran *Magic* players alike. The initial print run—marked with a first edition stamp—immediately sold out. The first edition boosters are now selling for between \$4-\$5 if you can find them, and that edition's singles have a 25% premium. Wave two of the boosters, printed without the stamp, followed quickly and they've been just as hot.

"We haven't been able to find many boxes at all," says Ed Fear, owner of Millennium Games in Rochester, NY. "Packs disappear as soon as we put them out. The singles have been selling fast too, especially the foils." Even the preconstructed decks have sold well. The "Zap" deck, featuring Mewtwo, has proven to be the most popular of the four.

GOTTA FIND 'EM ALL There are 32 rares in the base Pokémon set—half of which are foils and rarer than the non-foils. The odds of pulling a foil card are one in three packs, which has caused their value to shoot up. The fact that some of the most powerful pokémon are foil hasn't hurt either. The key foils are Charizard (\$12), Alakazam (\$10), Raichu (\$10) and Venussaur (\$9). The others are between \$5-\$8 and all of them are selling briskly. Don't expect the Pokémon game craze to die down any time soon. Four expansions have already been released in Japan—*Jungle*, *Fossil*, *Team Rocket* and *Gym Leaders*. WotC will gradually be releasing the English translations of these sets through this year and next year, and you can expect the first printings of each set to be white hot.

Rich Lipman is often visited in his dreams by dancing pokémon wielding anal probes. Don't ask.

1 RING OF GIX

Feeling blue? The top 10 is this month, despite the absence of the now-banned Time Spiral. *Urza's Legacy's* strongest cards may be green, but its blue spells have garnered most attention. With the most popular combo decks banned out of existence, players are looking to the Palinchron and Second Chance to get their fill. However, the top spots go to a pair of all-purpose artifacts. The Ring Of Gix is easily the hottest card in the set, and Cursed Scroll continues to sit atop every *Magic* player's wish list. The control capabilities of *Legacy's* Defense Grid have vaulted it onto the list at number five, and the Archivist pops on at number 10 'cause people like to draw cards.



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The Gathering®

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WIZARDS OF THE COAST-1993
Cards have black borders.
Alpha cards have rounder corners
when compared to Beta cards.

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Unlisted Alpha errors are worth
125% of Beta value.

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- Living Wall AC U 6.50
- Lord of Atlantis SC R 13.00
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- Max Emerald ART R 190.00
- Max Jet ART R 190.00
- Max Pearl ART R 190.00
- Max Ruby ART R 190.00
- Max Sapphire ART R 190.00
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Beta cards are black-bordered.

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Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,500.00
Unlisted Commons 75

- Air Elemental SC U 3.00
- Ancestral Recall INS R 220.00
- Animate Artifact EA U 2.00
- Animate Dead EN U 3.00
- Animate Wall EC R 5.50
- Ankh of Mishra ART R 10.00
- Armageddon SOR R 40.00
- Aspect of Wolf EC R 9.00
- Bad Moon EN R 17.50
- Badlands LAN R 45.00
- Balance SOR R 30.00
- Basalt Monolith ART U 5.50
- Bayou LAN R 45.00
- Berserk INS U 45.00
- Birds of Paradise SC R 40.00
- Black Knight SC U 7.00
- Black Lotus ART R 400.00
- Black Vine ART U 10.00
- Black Ward EC U 17.50
- Blaze of Glory INS R 42.00
- Blessing EC R 11.00
- Blue Ward EC U 1.25
- Bog Wraith SC U 2.50
- Braingeyser SOR R 24.00
- Burrowing EC U 1.50
- Camouflage INS U 11.00
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- Chaos Orb ART R 84.00
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- Cluckwork Beast AC R 7.50
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- Copper Tablet ART U 10.00
- Copy Artifact EN R 20.00
- Counterspell INT U 16.00
- Crusade EN R 20.00
- Crystal Rod ART U 2.00
- Cursed Land EL U 2.00
- Cyclopean Tomb ART R 60.00
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- Demonic Hordes SC R 22.00
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- Drain Life SOR C 2.00
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- Helm of Chaztulk ART R 6.00
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- Karma EN U 4.00
- Keldon Warlord SC U 3.00
- Kurmus Bell ART R 7.00
- Kurduz EL R 7.00
- Lance EC U 3.00
- Lay Day SC U 2.00
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- Lich EN R 50.00
- Lifeforce EN U 2.00
- Lifelace INT R 5.00

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- Manabarbs EN R 7.00
- Mana Flare EN R 15.00
- Mana Short INS R 10.00
- Mana Vault ART R 20.00
- Meekstone ART R 10.00
- Paralyze EC C 1.00
- Personal Incarnation SC R 9.00
- Pestilence EN C 1.00
- Phantasmal Forces SC U 2.00
- Phantom Monster SC U 2.00
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- Tsunami SOR U 1.50
- Tundra LAN R 47.00
- Tunnel SOR U 1.50
- Two-Headed Giant of Foyns SC R 55.00



DOUBLE TAKES

WHAT'S IN A NAME?
Well, for a couple of cards, an awful lot of letters.
The Tabernacle At Pendrell Vale and Circle Of
Protection: Artifacts have the longest names of any
Magic cards, clocking in at 27 letters apiece—
although the Circle wins the tie-breaker if you count
the colon. The shortest? Web, Fog, Pox, and that
fatty of fatties, Okk.

- Mind Twist SOR R 8.00
- Max Emerald ART R 235.00
- Max Jet ART R 235.00
- Max Pearl ART R 235.00
- Max Ruby ART R 235.00
- Max Sapphire ART R 235.00
- Natural Selection INS R 35.00
- Nether Shadow SC R 9.00
- Nettling Imp SC U 3.00
- Nevinyrra's Disk ART R 35.00
- Nightmare SC R 25.00
- Northern Paladin SC R 12.00
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- Orcish Artillery SC U 2.00
- Orcish Oriflamme EN U 2.00
- Regrowth SOR U 14.00
- Resurrection SOR U 4.00
- Reverse Damage INS R 12.00
- Righteousness INS R 8.50
- Roc of Kher Ridges SC R 10.00
- Rock Hydra SC R 16.00
- Rod of Ruin ART U 2.00
- Royal Assassin SC R 25.00
- Sacrifice INT U 2.00
- Savannah LAN R 45.00
- Savannah Lions SC R 18.00
- Scavenging Ghoul SC U 2.00
- Scrubland LAN R 40.00
- Sedge Troll SC R 14.50
- Sengir Vampire SC U 15.00

- Underground Sea LAN R 47.00
- Utidren Troll SC U 2.25
- Verduran Enchantress SC R 6.00
- Vesuvan Doppelganger SC R 35.00
- Veteran Bodyguard SC R 16.00
- Volcanic Eruption SOR R 8.00
- Volcanic Island LAN R 47.00
- Wall of Air SC U 2.00
- Wall of Bone SC U 1.50
- Wall of Brambles SC U 2.00
- Wall of Fire SC U 1.75
- Wall of Ice SC U 1.75
- Wall of Stone SC U 1.50
- Wall of Swords SC U 2.00
- Wall of Water SC U 1.00
- Wanderlust EC U 2.00
- Warp Artifact EA R 8.00
- Water Elemental SC U 2.00
- Web EC R 8.00
- Wheel of Fortune SOR R 28.00
- White Knight SC U 6.00
- White Ward EC U 2.00
- Will-O-The-Wisp SC R 20.00
- Winter Orb ART R 25.00
- Wooden Sphere ART U 2.00
- Word of Command INS R 60.00
- Wrath of God SOR R 40.00
- Zombie Master SC R 8.50

UNLIMITED EDITION
WIZARDS OF THE COAST-1993

Cards are white-bordered but
otherwise identical to Beta cards.

Full Set (302 cards) \$2,600.00
Starter Deck (60 cards) 215.00
Starter Box (10 decks) 2,000.00
Booster Pack (15 cards) 125.00
Booster Box (36 packs) 3,150.00
Unlisted Commons 25

- Air Elemental SC U 1.50
- Ancestral Recall INS R 200.00
- Animate Artifact EA U 1.25
- Animate Dead EN U 1.25
- Animate Wall EC R 2.50
- Ankh of Mishra ART R 3.50
- Armageddon SOR R 9.00
- Aspect of Wolf EC R 4.50
- Bad Moon EN R 8.00
- Badlands LAN R 20.00

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE
● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature
AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Table of Magic cards with columns for name, rarity, and price. Includes cards like Balance, Basalt Monolith, Bayou, Berserk, Birds of Paradise, Black Knight, Black Lotus, Black Vise, Black Ward, Blaze of Glory, Blessing, Blue Ward, Bog Wraith, Braingeyser, Burrowing, Camouflage, Castle, Celestial Prism, Channel, Chaos Orb, Chaoslace, Clockwork Beast, Clone, Cockatrice, Consecrate Land, Conservator, Contract from Below, Control Magic, Conversion, Copper Tablet, Copy Artifact, Counterspell, Crusade, Crystal Rod, Cursed Land, Cyclopaen Tomb, Darkpact, Deathgrip, Deathlace, Demonic Attorney, Demonic Hordes, Demonic Tutor, Dingus Egg, Disrupting Scepter, Dragon Whelp, Drain Power, Dwarven Demolition Team, Earth Elemental, Earthbind, Earthquake, Elish Archers, Evil Presence, False Orders, Farnstead, Fastbond, Feedback, Fire Elemental, Flashfires, Force of Nature, Forgefield, Fork, Fungusaur, Gaea's Liege, Gauntlet of Might, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Granite Gargoyles, Green Ward, Guardian Angel, Helm of Chaztuk, Hive, The, Howling Mine, Hurricane, Hypnotic Specter, Ice Storm, Icy Manipulator, Illusionary Mask, Instill Energy, Invisibility, Iron Star, Island Sanctuary, Ivory Cup, Jade Monolith, Jade Statue, Juggernaut, Jygemmae Tome, Karma, Keldon Warlord, Kormus Bell, Kudzu, Lanze, Ley Druid.

Table of Magic cards with columns for name, rarity, and price. Includes cards like Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Badlands, Basalt Monolith, Bayou, Birds of Paradise, Bottle of Suleiman, Braingeyser, Brass Man, Shatterstorm, Sol Ring, Sorceress Queen, Taliga, Titania's Song, Tropical Island, Tundra, Underground Sea, Unstable Mutation, Volcanic Island, Air Elemental, Aladdin's Lamp, Aladdin's Ring, Angry Mob, Animate Dead, Animate Wall, Ankhi of Mishra, Armageddon, Armageddon Clock, Ashes to Ashes, Aspect of Wolf, Bad Moon, Balance, Ball Lightning, Birds of Paradise, Black Mana Battery, Blessing, Blue Mana Battery, Bottle of Suleiman, Brass Man, Bronze Tablet, Carrion Arts, Chaoslace, Circle of Protection: Artifact, Clockwork Avian, Clockwork Beast, Cockatrice, Colossus of Sardia, Control Magic, Coral Helm, Cosmic Horror, Crimson Manticore, Crusade, Cursed Land, Dancing Scimitar, Deathlace, Dingus Egg, Disrupting Scepter, Divine Transformation, Dragon Engine, Dragon Whelp, Earthquake, Ebony Horse, El-Hajaj, Elder Land Wurm, Elish Archers, Eye for an Eye, Fellworn Stone, Flying Carpet, Force of Nature, Fungusaur, Gaea's Liege, Goblin King, Greed, Green Mana Battery, Helm of Chaztuk, Hive, The, Howling Mine, Hurly's Recall, Hur Jackal, Hypnotic Specter, Inferno, Instill Energy, Island Fish Jasconius, Island Sanctuary, Ivory Tower, Jade Monolith, Jandor's Saddlebags, Jandor's Saddlebags, Kiril Ape, Magnetic Mountain, Mijae Djinn, Millstone, Mishra's War Machine, Onulet, Ornithopter, Plateau, Primal Clay, Raak, The, Reconstruction, Reverse Polarity, Rocket Launcher, Savannah, Scrubland, Serendib Efreet.



DOUBLE TAKES

RESISTANCE ISN'T SO FUTILE

Tertiary adjunct of unimatrix zero one. Sounds important, eh? It is. Although Seven of Nine didn't realize it until she rejoined the collective, unimatrix zero one is a unit that answers directly to the Borg Queen. The Queen planned to have Seven of Nine join the crew of *Voyager* to gain a better understanding of humanity; unfortunately, the plan worked too well, and Seven turned against the Queen.

Table of Magic cards with columns for name, rarity, and price. Includes cards like Wall of Water, Wanderslust, Warp Artifact, Water Elemental, Web, Wheel of Fortune, White Knight, White Ward, Will-Of-The-Wisp, Winter Orb, Wooden Sphere, Word of Command, Wrath of God, Zombie Master, Clone, Contract From Below, Crumble, Dancing Scimitar, Demonic Attorney, Demonic Hordes, Demonic Tutor, Desert Twister, Dragon Engine, Dwarven Weaponsmith, Ebony Horse, El-Hajaj, Energy Flux, Erg Raiders, Eye for an Eye, Flying Carpet, Hurly's Recall, Island Fish Jasconius, Ivory Tower, Jandor's Ring, Jandor's Saddlebags, Kiril Ape, Magnetic Mountain, Mijae Djinn, Millstone, Mishra's War Machine, Onulet, Ornithopter, Plateau, Primal Clay, Raak, The, Reconstruction, Reverse Polarity, Rocket Launcher, Savannah, Scrubland, Serendib Efreet.

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and nearly identical to Unlimited cards. Unlisted cards are worth 80% of Unlimited price. Printing of Unlimited cards gave them rich, vibrant colors while Revised has very dull colors. Unlimited cards also had a much lower print run and are more highly sought by collectors.

Full Set (305 cards)	\$285.00
Starter Deck (60 cards)	31.00
Starter Box (10 decks)	250.00
Booster Pack (15 cards)	11.00
Booster Box (36 packs)	325.00

Aladdin's Lamp	ART R	2.50
Aladdin's Ring	ART R	2.50
Armageddon Clock	ART R	2.50
Atog	SC C	25

Table of Magic cards with columns for name, rarity, and price. Includes cards like Shatterstorm, Sol Ring, Sorceress Queen, Taliga, Titania's Song, Tropical Island, Tundra, Underground Sea, Unstable Mutation, Volcanic Island.

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a 1995 copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$200.00
Starter Deck (60 cards)	10.00
Starter Box (10 decks)	90.00
Booster Pack (15 cards)	3.25
Booster Box (36 packs)	105.00
Commons	.15
Unlisted Uncommons	.50

Table of Magic cards with columns for name, rarity, and price. Includes cards like Air Elemental, Aladdin's Lamp, Aladdin's Ring, Angry Mob, Animate Dead, Animate Wall, Ankhi of Mishra, Armageddon, Armageddon Clock, Ashes to Ashes, Aspect of Wolf, Bad Moon, Balance, Ball Lightning, Birds of Paradise, Black Mana Battery, Blessing, Blue Mana Battery, Bottle of Suleiman, Brass Man, Bronze Tablet, Carrion Arts, Chaoslace, Circle of Protection: Artifact, Clockwork Avian, Clockwork Beast, Cockatrice, Colossus of Sardia, Control Magic, Coral Helm, Cosmic Horror, Crimson Manticore, Crusade, Cursed Land, Dancing Scimitar, Deathlace, Dingus Egg, Disrupting Scepter, Divine Transformation, Dragon Engine, Dragon Whelp, Earthquake, Ebony Horse, El-Hajaj, Elder Land Wurm, Elish Archers, Eye for an Eye, Fellworn Stone, Flying Carpet, Force of Nature, Fungusaur, Gaea's Liege, Goblin King, Greed, Green Mana Battery, Helm of Chaztuk, Hive, The, Howling Mine, Hurly's Recall, Hur Jackal, Hypnotic Specter, Inferno, Instill Energy, Island Fish Jasconius, Island Sanctuary, Ivory Tower, Jade Monolith, Jandor's Saddlebags, Jandor's Saddlebags, Kiril Ape, Magnetic Mountain, Mijae Djinn, Millstone, Mishra's War Machine, Onulet, Ornithopter, Plateau, Primal Clay, Raak, The, Reconstruction, Reverse Polarity, Rocket Launcher, Savannah, Scrubland, Serendib Efreet.

MAGIC The Gathering®

Price Guide

- Jeyemdae Tome ART R 4.00
- Junun Efreot SC U 1.00
- Keldon Warlord SC U .50
- Killer Bees SC U 1.75
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- Winds of Change SOR R 2.50
- Winter Blast SOR U .75
- Winter Orb ART R 4.50
- Wrath of God SOR R 6.50
- Xenic Poltergeist SC R 1.50
- Zombie Master SC R 2.50

FIFTH EDITION

WIZARDS OF THE COAST-1997

- Full Set (449 cards) 250.00
- Starter Deck (60 cards) 8.50
- Starter Box (12 decks) 79.00
- Booster Pack (15 cards) 2.75
- Booster Box (36 packs) 78.00
- Commons 16

- Abbey Gargoyles SC U .50
- Abyssal Specter SC U 1.00
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- Akron Legionnaire SC R 2.00
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- Animate Dead EN U .50
- Animate Wall EC R 2.00
- Ankh of Mishra ART R 3.00
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- Arenson's Vault EN U .50
- Armageddon SOR R 7.00
- Ashes to Ashes SOR U .50
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- Evil Presence EL U .50
- Eye for an Eye INS R 3.00
- Fallen Angel SC U 1.50
- Feedback EE U .50
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- Manabaras EN R 2.50
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- Sleight of Mind INT R 2.00
- Smoke EN R 2.50
- Sorceress Queen SC R 4.00
- Soul Barrier EN U .50
- Soul Net ART U .50
- Spirit Link EC U 1.50
- Stampede INS R 3.00
- Stasis EN R 3.50
- Steel Artifact EA U .50
- Stone Giant SC U .50
- Stone Spirit SC U .50
- Stormglass Cabal SC R 4.00
- Sulfurous Springs LAN R 4.50
- Syrelunite Temple LAN U .50
- Sylvan Library EN R 5.50
- Tawnos's Weaponry ART U .50
- Thicket Basilisk SC U .75
- Throne of Bone ART U .50
- Thrull Retainer EC U .50
- Time Bomb ART R 3.50
- Time Elemental SC R 5.00
- Titania's Song EN R 2.50
- Truce INS R .50
- Tsunami SOR U 2.50
- Underground River LAN R 4.50



DOUBLE TAKES

THE OLD SWITCHEROO
 A couple card pictures had some funny business going on with them. *Legends'* Great Defender was originally intended to be a blue card, but white fit the card's theme better. And the picture on *Ice Age's* Black Scarab is upside down! The red strings in the picture make the bug "hang" upward.

- Fellwar Stone ART U 1.00
- Feroz's Ban ART R 2.00
- Fire Drake SC U .75
- Flame Spirit SC U .75
- Flashfires SOR U .50
- Flying Carpet ART R 2.50
- Force of Nature SC R 5.50
- Forget SOR R 2.50
- Fountain of Youth ART U .75
- Fungusaur SC R 3.00
- Fyndhorn Elder SC U 7.00
- Game of Chaos SOR R 2.50
- Gauntlets of Chaos ART R 3.50
- Glacial Wall SC U .50
- Glasses of Urza ART U .50
- Gloom EN U .50
- Goblin King SC R 4.00
- Goblin Warrens EN R 3.00
- Greater Realm of Pros. EN U 1.50
- Greater Werewolf SC U .50
- Havenwood Battleground LAN U .75
- Hecatomb EN R 4.50
- Helm of Chazuk ART R 2.00
- Hipporion SC U .50
- Hive, The ART R 3.00
- Hollow Trees LAN R 2.00
- Ivory Guardians SC U .50
- Jade Monolith ART R 2.00
- Jalum Tone ART R 3.00
- Jandor's Saddlebags ART R 2.50
- Jeyemdae Tome ART R 3.75
- Jester's Cap ART R 10.00
- Juhtull Wurm SC U .50
- Jokulhaups SOR R 6.00
- Joven's Tools ART U .50
- Justice EN U 1.00
- Juxtapose SOR R 3.00
- Karma EN R .75
- Karplusan Forest LAN R 4.50
- Keldon Warlord SC U .50
- Killer Bees SC U 1.00
- Kismet EN U 1.00
- Kjeldoran Royal Guard SC R 4.00
- Kjeldoran Skycaptain SC U .50
- Knight of Stormglass SC U 1.00
- Leshrac's Rite EC U .50
- Leviathan SC R 4.50
- Ley Druid SC U .50
- Lhurgoyf SC R 6.00
- Library of Leng ART U .50
- Lifeforce EN U .75
- Lifetap EN U .75
- Living Artifact EA R 2.00

MAGIC DATA C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment LL Interrupt LL Legendary Land SC Summon Creature
 AC Artifact Creature EL Enchant Creature EW Enchant World SL Summon Legend
 CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

Table listing Magic: The Gathering cards such as Untamed Wilds, Urza's Avenger, and Wall of Air, with their sets and prices.

Table listing Magic: The Gathering cards such as Piety, Pyramids, and Repentant Blacksmith, with their sets and prices.

Table listing Magic: The Gathering cards such as Tawnos's Coffin, Tawnos's Wand, and Tawnos's Weaponry, with their sets and prices.

Table listing Magic: The Gathering cards such as Arcades Sabbath, Arena of the Ancients, and Avoid Fate, with their sets and prices.

Table listing Magic: The Gathering cards such as Disharmony, Divine Intervention, and Divine Offering, with their sets and prices.

ARABIAN NIGHTS WIZARDS OF THE COAST-1993

Summary table for Arabian Nights Wizards of the Coast-1993 set, including Full Set, Booster Pack, and Booster Box prices.

Table listing Magic: The Gathering cards from the Arabian Nights set, including Abu Ja'far, Aladdin, and Aladdin's Lamp.

ANTIQUITIES WIZARDS OF THE COAST-1994

Summary table for Antiquities Wizards of the Coast-1994 set, including Full Set, Booster Pack, and Booster Box prices.

Table listing Magic: The Gathering cards from the Antiquities set, including Amulet of Kroog, Argivian Archaeologist, and Argivian Blacksmith.



DOUBLE TAKES

GREEDO-RIFFIC! We all know what happened to Greedo in the Mos Eisley cantina, but what about after his death? The bartender Wuher cleaned up the mess and decided to use Greedo's flesh and blood in his still. The resulting pheromonal drink was extremely powerful. So raise your glass of... er, to Greedo. He may not have been a good bounty hunter, but he was an exceptionally good drink.

Table listing Magic: The Gathering cards such as Urza's Tower, Wall of Spears, and Weakstone, with their sets and prices.

Table listing Magic: The Gathering cards such as Black Mana Battery, Blazing Effigy, and Blight, with their sets and prices.

LEGENDS WIZARDS OF THE COAST-1994

Summary table for Legends Wizards of the Coast-1994 set, including Full Set, Booster Pack, and Booster Box prices.

Table listing Magic: The Gathering cards from the Legends set, including Abomination, Abyss, The Acid Rain, and Adun Dakenshield.

Table listing Magic: The Gathering cards from the Legends set, including Black Mana Battery, Blazing Effigy, and Blight.

Table listing Magic: The Gathering cards from various sets, including Disharmony, Divine Intervention, and Divine Offering.

MAGIC The Gathering®

Price Guide

● Living Plane EN R 15.00	● Storm World EN R 10.00
● Lord Magnus SC R 10.00	● Subdue INS C 1.00
● Lost Soul SC C 1.00	● Sunastar Falconer SC U 4.00
● Mana Drain INT U 65.00	● Sword of the Ages ART R 27.00
● Mana Matrix ART R 12.50	● Sylvan Library EN R 8.00
● Marble Priest SC U 3.50	● Sylvan Paradise INS U 4.00
● Merhaut Elsdragon AC U 3.00	● Syphon Soul SC R 1.50
● Master of the Hunt SC R 12.00	● Tabernacle at Pandrell Vale LAN R 30.00
● Mirror Universe ART R 90.00	● Taklemaggot EC U 2.00
○ Moat EN R 75.00	● Telekinesis INS R 8.00
● Mold Demon SC R 8.00	● Teleport INS R 8.00
● Moss Monster SC C 1.00	● Tempest Efreit SC R 7.80
● Mountain Stronghold LAN U 3.00	● Tetsuo Umezawa SC R 14.00
● Mountain Yeti SC U 3.00	○ Thunder Spirit SC R 30.00
● Nebuchadnezzar SC R 10.00	● Time Elemental SC R 12.00
● Nether Void EN R 40.00	● Tobias Andrian SC U 3.00
● Nicol Boles SC R 12.00	● Tolaria LAN U 4.00
● North Star ART R 8.00	● Tor Wauki SC U 3.00
● Nova Pentacle ART R 12.00	● Torsten Von Ursus SC U 4.00
○ Osai Vultures SC C 1.00	● Touch of Darkness INS U 3.50
● Palladia-Mors SC R 12.50	● Triassic Egg ART R 7.00
● Part Water SC R 3.50	● Tukmir Deathlock SC R 8.00
● Pavel Malik SC U 4.00	○ Tundra Wolves SC C 1.00
● Penderhaven LAN U 5.00	● Typhoon SC R 9.00
○ Petra Sphinx SC R 8.00	● Undertow EN U 3.00
● Pixie Queen SC R 8.00	● Underworld Dreams EN U 37.00
● Planar Gate ART R 8.00	● Unholy Citadel LAN U 3.00
● Pradesh Gypsies SC C 2.00	● Untamed Wilds SC R 3.00
○ Presence of the Master EN U 6.50	● Urborg LAN U 5.00
● Primordial Ooze SC U 2.00	● Ur-Drago SC R 10.00
● Princess Lucrezia SC C 4.00	● Vaevictis Asmadi SC R 12.00
● Psionic Entity SC R 7.00	● Venarian Bold EC C 1.00
● Psychic Purge SC R 3.00	○ Visions SC R 3.00
● Puppet Master EC U 2.00	● Voodoo Doll ART R 5.00
● Pyrotechnics SC R 1.00	● Walking Dead SC C 1.00
● Quagmire EN U 4.00	○ Wall of Caltrops SC C 1.00
● Quarum Trench Gnomes SC R 8.00	● Wall of Dust SC U 2.50
● Rabid Wombat SC U 4.00	● Wall of Earth SC C 1.00
● Radjan Spirit SC U 3.00	○ Wall of Light SC U 4.00
● Raging Bull SC C 1.00	● Wall of Opposition SC R 4.00
● Ragnar SC R 8.00	● Wall of Putrid Flesh SC U 4.00
● Ramirez DePietro SC U 4.00	● Wall of Tombstones SC U 3.50
● Ramnes Overdark SC R 12.00	● Wall of Wonder SC U 3.00
○ Rapid Fire INS R 9.00	● Whirling Dervish SC U 4.50
● Rasputin Dreamweaver SC R 10.00	● White Mana Battery ART U 4.00
● Rebirth SC R 7.00	● Willow Satyr SC R 9.00
● Recall SC R 9.00	● Winds of Change SC R 4.50
● Red Mana Battery ART U 4.00	● Winter Blast SC R 7.00
● Reincarnation INS U 4.00	● Wolverine Pack SC C 1.00
● Relic Barrier SC U 6.00	● Wood Elemental SC R 8.00
● Relic Bind EA U 3.00	● Wretched, The SC R 10.00
○ Remove Enchantments INT C 1.00	● Xira Arien SC R 8.00
● Remove Soul INT C 7.50	● Zephyr Falcon SC C 1.00
● Reset INT U 7.00	
● Revelation EN R 9.00	
● Reverberation INS R 15.00	
○ Righteous Avengers SC U 4.00	
● Ring of Immortals ART R 10.00	
● Riven Turnbull SC U 4.00	
● Rohgahh of Kher Keep SC R 10.00	
● Rubinia Soulsinger SC R 8.00	
● Rust INT C 1.00	
● Sea King's Blessing INS U 3.50	
● Sealara's Quay LAN U 3.00	
○ Seeker EC U 2.50	
● Segovian Leviathan SC U 3.00	
● Sentinel AC R 7.00	
● Serpent Generator ART R 9.00	
● Shelkin Browne SC C 1.00	
● Shield Wall INS U 2.00	
● Shimiran Night Stalker SC U 3.00	
● Silhouette INS U 3.50	
● Sir Shandalar of Eberyon SC U 4.00	
● Sivri Scarzam SC U 3.00	
● Sivtkanar the Swamp King SC R 10.00	
● Spectral Cloak EC U 8.00	
● Spinal Villain SC R 8.00	
● Spirit Link EC U 6.00	
● Spirit Shackles EC U 1.00	
○ Spiritual Sanctuary EN R 10.00	
● Stangg SC R 8.50	
● Storm Seeker INS U 8.00	

● Diabolic Machine AC U 1.50	● Psychic Allergy EN R 4.00
○ Dust to Dust SC R 1.50	● Rag Man SC R 3.00
● Eater of the Dead SC U 2.00	● Reflecting Mirror ART U 2.50
● Electric Eel SC U 1.50	● Runesword ART C 2.00
● Elves of Deep Shadow SC U 2.50	● Safe Haven LAN R 4.00
● Eternal Flame SC R 3.00	● Scarecrow AC U 3.00
○ Exorcist SC R 6.00	● Scarwood Bandits SC R 4.00
● Fallen, The SC U 1.50	● Scarwood Goblins SC U 1.50
○ Fasting EN U 1.50	● Scarwood Hag SC U 1.50
● Fellwar Stone ART U 2.50	● Season of the Witch EN R 4.50
○ Fire and Brimstone INS U 2.00	● Sisters of the Flame SC C 1.25
● Fire Drake SC U 1.00	● Skull of Orm ART U 3.00
● Flood EN C .75	● Sparrow's Path LAN R 3.00
● Fountain of Youth ART C 1.50	● Spitting Slug SC U 1.50
● Frankenstein's Monster SC R 4.50	● Standing Stones ART U 2.00
● Gaea's Touch EN C .25	● Stone Calendar ART R 4.00
● Ghost Ship SC U 1.50	● Tangle Kelp EC U 1.50
● Goblin Wizard SC U 3.00	○ Tvardar's Crusade SC R 2.00
● Grave Robbers SC R 4.00	● Tarmod's Crypt ART C 1.50
● Hidden Path EN R 4.50	● Tower of Cairnall SC R 4.00
● Inferno INS R 5.00	● Tracker ART U 1.50
○ Knights of Thorn SC R 4.00	● Uncle Istvan SC U 2.00
● Leviathan SC R 5.00	● Wand of Ith ART U 2.75

● Balm of Restoration ART R 1.75	● Bottomless VaultX LAN R 3.00
● Breeding Pit EN U 2.00	● Conch Horn ART R 1.75
● Deep Spawn SC U .75	● Delii's Cone ART U 1.00
● Delii's Cube ART R 1.50	● Derefur SC R 3.00
● Dracorian Cylid ART R 2.50	● Dwarfen Armorer SC R 2.00
● Dwarfen Cabaput INS U .50	● Dwarfen Hold LAN R 3.00
● Dwarfen Lieutenant SC U .50	● Dwarfen Lutenant LAN U 1.00
● Dwarfen Ruler SC R 3.00	● Ebon Praetor SC R 3.00
● Ebon Stronghold LAN U 1.00	● Even Lyre ART R 1.75
● Elvish Farmer SC R 2.50	● Farrel's Mantle EC U .50
○ Farrelite Priest SC U .50	● Feralite Priest SC U .50
● Fungal Bloom EN R 2.00	● Gabbit Thelid SC U .75
● Goblin Flotilla SC R 2.00	● Goblin Kites EN U .50
● Goblin Warrens EN R 3.00	● Hand of Justice SC R 4.00
○ Havenwood Battleground LAN U 1.00	● Heroism EN U .50
● Hollow Trees LAN R 2.75	● Homard Shaman SC R 1.00
● Homard Spawning Bed EN U .50	● Hymn to Taurach SC R 25
● Icatian Priest SC U .50	● Icatian Lieutenant SC R 2.00
● Icatian Phalanx SC U .50	● Icatian Priest SC U .50
● Icatian Skirmishers SC R 2.00	● Icatian Stone LAN R 3.00
● Implements of Sacrifice ART R 1.50	● Orcish Captain SC U .50
● Orgh SC R 3.00	● Raiding Party EN U .50
● Ring of Renewal ART R 1.75	● River Merfolk SC R 2.50
● Ruins of Trokair LAN U .75	● Sand Siles LAN R 3.00
● Seasinger SC U 1.00	● Soul Exchange SC R 7.50
● Spirit Shield ART R 1.75	● Spore Flower SC U .50
● Svelunite Priest SC U .50	● Svelunite Temple LAN U .75
● Thelid Devourer SC U .50	● Thelon's Chant EN U .50
● Thelon's Curse EN R 1.50	● Thelonite Druid SC U .50
● Thelonite Monk SC R 2.00	● Thrull Champion SC R 2.50
● Thrull Retainer EC U .50	● Thrull Wizard SC U .50
● Tidal Influence EN U .50	● Tournach's Chant EN U .50
● Tournach's Gate EL R 2.00	● Vodalian Knights SC R 2.50
● Vodalian War Machine SC R 2.50	● Zelyon Sword ART R 1.75



DOUBLE TAKES

CAN'T TOUCH THIS
 Plenty of creatures have protection from one color or another, and some, like *Exodus' Paladin en-Vec*, have protection from more than one color. A unique equivalent of protection was seen in the seldom-used *Fallen Empires* enchantment *Raiding Party*, which is untargetable by white spells or effects, like *Disenchant*.

● Living Armor ART C 1.00	● War Barge ART U 3.00
● Lurker SC R 3.00	● Water Wurm SC C .25
● Mana Clash SC R 3.50	● Whipoorwill SC U 2.00
● Mana Vortex EN R 3.00	○ Witch Hunter SC U 4.50
● Marsh Goblins SC C .75	● Worms of the Earth EN R 3.50
○ Maryr's Cry SC R 4.00	● Wormwood Treefolk SC R 3.75
● Maze of Ith LAN U 12.00	
● Merfolk Assassin SC U 4.00	
● Mind Bomb SC R 2.00	
○ Miracle Worker SC C 2.50	
● Nameless Race SC R 4.50	
● Necropolis AC U 2.00	
● Niall Sihalvan SC R 3.00	
● Orc General SC U 1.50	
● People of the Woods SC U 1.50	
○ Preacher SC R 11.50	

FALLEN EMPIRES

WIZARDS OF THE COAST-1994
 Full Set (187 cards) \$50.00
 Booster Pack (8 cards) 1.00
 Booster Box (60 packs) 49.00
 Unlisted Commons15
 ● Aedipile ART R 2.00

ICE AGE

WIZARDS OF THE COAST-1995
 Full Set (383 cards) \$180.00
 Starter Deck (60 cards) 8.50
 Starter Box (10 decks) 87.00
 Booster Pack (15 cards) 2.95
 Booster Box (36 packs) 80.00
 Commons15

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature
 AC Artifact Creature EA Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
 CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

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● Fern's BanART R 2.25	● Fatal LoreSOR R 4.00
● ForgetSOR R 2.00	● Feast or FamineINS U .50
● Funeral MarchEC U .15	● Floodwater DamART R 4.00
● Ghost HoundsSC U .75	● Force of WillINT U 3.50
● Giant DwyerSC U .75	● Gargantuan GorillaSC R 4.00
● Grandmother SengirSC R 2.50	● Gorilla ShamanSC U .50
● Greater WerewolfSC U .25	● Gustha's ScepterART R 4.00
○ Hazduhr the AbbotSC R 2.50	● Hail StormINS U .75
● HeadstoneSC R .15	● Heart of YavimayaLAN R 5.00
● Heart WolfSC R 2.00	● Helm of ObedienceART R 6.00
● Hsran's ShadeSC U 2.00	○ InheritanceEN U .75
● Iridi SengirSC U 1.00	○ Ivory GargoyleSC R 6.00
● Ironclaw CurseEC R 1.75	○ Juniper Order Advocate SC U .75
● JinxINS U .15	● KeysaSC R 5.00
● JovenSC U .50	● Keeper of TresserhornSC R 4.00
● Joven's FettersSC U .15	○ Kjeldoran Home GuardSC U 1.00
● Joven's ToolsART R 1.00	● Kjeldoran OutpostLAN R 8.00
● Koskun FallsEN R 2.50	● Kravikan HorrorSC R 4.00
● Koskun KeepLAN U .75	● Kravikan PlagueEC U .50
● Leaping LizardSC U .15	● Lake of the DeadLAN R 10.00
○ LeachesSOR R 1.75	● Library of Lat-NamSOR R 8.00
● Mammoth HarnessEC R 2.00	● Lim-Dal's PaladinSC U 1.00
● MarjhanSC R 2.50	● Lim-Dal's VaultINS U 2.00
● Merchant ScrollSOR U .15	● Lodestone BaubleART R 5.00
● Mystic DecreeEN R 3.00	● Lord of TresserhornSC R 5.00
● NarwhalSC R 2.00	● MisfortuneSOR R 3.50
● Orclish MineEL U .75	● Mishra's Groundbreaker ART U .50
● Primal OrderEN R 4.50	● MisinformationINS U 1.00
○ ProphecySOR U .15	● Mystic CompassART U .50
○ Rashka the SlayerSC U .50	● Nature's BlessingEN U .50
● RenewalSOR U .75	● Nature's ChosenEC U .50
● RetributionSOR U .15	● Nature's WrathEN R 4.00
● Reveka, Wizard SavantSC R 2.00	● Omens of FireINS R 4.50
● Root SpiderSC U .50	● Phantasmal SphereSC R 3.00
● RootsEC U .50	● PheldagrifSC R 4.50
● RoterophopterAC U .15	● Phyrexian DevourerAC R 4.00
● Rysiran BadgerSC R 1.75	● Phyrexian PortalART R 4.00
● Sea SpriteSC U .75	● PilgrimageSOR U 3.00
● Sea TrollSC U .50	● Primitive JusticeSOR U .75
● Sengir AutocratSC R 3.00	● PyrokinesisINS U 1.00
○ Serra AviaryEN R 3.00	○ ReprisalINS U .50
○ Serra BestiaryEC U .15	● Ritual of the MachineSOR R 4.00
○ Serra InquisitorsSC U .50	● Rogue SkycaptainSC R 3.00
○ Serra PaladinSC U .15	○ Royal DecreeEN R 4.50
● Serrated ArrowsART U 1.00	● Scarab of the UnseenART U .50
○ Soraya the FalconerSC R 2.25	○ Scars of the VeteranINS U 1.00
● Spectral BearsSC U .50	● School of the UnseenLAN U .50
● Timmerman FiendsSC R 1.00	○ Seasoned TacticianSC U .50
○ TruceINS R 2.00	● Sheltered ValleyLAN R 5.00
● Yeldnara of SengirSC R 2.50	● Shield SphereAC U 1.00
● Will of KelpSC R 1.75	● Sol GoliART R 2.00
● Willow PriestessSC R 2.50	● Solderi DiggerSOR R 5.00
● Winter SkySOR R 2.00	● Solderi ExcavationsLAN R 6.00
● Wizards' SchoolLAN U 1.00	● Soldier of FortuneSC U .75

ALLIANCES

WIZARDS OF THE COAST-1996

Full Set (199 cards)\$150.00
Booster Pack (12 cards)4.00
Booster Box (45 packs)148.00
Commons15

● Ashnod's CylixART R 4.00	● Beldavian DeadSC U .50
● Beldavian HerdSC R 10.00	● Beldavian Trading Post LAN R 5.00
● Bounty of the HuntINS U .75	● BrowseEN U 1.50
● BurnoutINT U 1.00	● Chaos HarlequinSC R 3.00
● ContagionINS U .75	● Deadly InsectsSC U 1.50
● Death SparkINS U .50	● Diminishing ReturnsSOR U 5.00
● Diseased VerminSC U 1.00	● DystopiaEN R 5.00
● Elish BardSC U .50	● Elish Spirit GuideSC U 1.00
● Energy ArcINS U .50	○ ExileINS R 5.00
● False DemiseEC U .50	

MIRAGE

WIZARDS OF THE COAST-1996

Full Set (350 cards)\$175.00
Starter Deck (60 cards)8.00

Starter Box (12 decks)80.00	● Abyssal HunterSC R 3.00
Booster Pack (15 cards)2.50	● Acidic DaggerART R 2.50
Booster Box (36 packs)75.00	● Ajlra GroveEN R 2.50
Commons15	○ AfterlifeINS U .50
Unlisted Uncommons50	● Amber PrisonART R 3.00
	● Amulet of UnmakingART R 3.00
	● Ancestral MemoriesSOR R 3.50
	● Ashen PowderSOR R 3.00
	● Asmira, Holy AvengerSC R 3.00
	● Auspicious AncestorSC R 2.00
	● Barriling AttackINS R 2.00
	● Basalt GolemAC U .50

● Daring ApprenticeSC R 2.50	○ Discardant SpiritSC R 3.00
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● Dwarven MinerSC U 1.00	● Early HarvestINS R 3.00
● Emberwilde CaliphSC R 2.50	● Emberwilde DjinnSC R 3.50
● Energy BoltSOR R 3.00	● Energy VortexEN R 3.50
○ Enlightened TutorINS U 2.50	● Ethereal ChampionSC R 2.50
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● Fire DiamondART U 2.00	● FlashINS R 3.00
● Forbidden CryptEN R 3.50	● Forsaken WastesEN R 5.00

○ Mangara's BlessingINS U 1.00	○ Mangara's EquityEN U 1.00
● Mangara's TomeART R 3.50	● Marble DiamondART U 2.00
● MaroSC R 5.00	● Melesse SpiritSC U 1.50
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● Misers' CageART R 3.00	● Mist DragonSC R 5.50
● Moss DiamondART U 2.00	● Mystical TutorINS U 2.00
● Natural BalanceSOR R 4.00	● Nettletooth DjinnSC U 2.00
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● Phryxian TributeSOR R 2.00	● Political TrickerySOR R 3.50
● PolymorphSOR R 3.50	● Preferred SelectionEN R 3.50
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● Razor PendulumART R 3.50	● Redless EmburmageSC R 3.00
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● Shauku, EndbringerSC R 3.00	● ShimmerEN R 3.50
○ Sidar JabariSC R 3.75	○ Sky DiamondART D 2.00
○ Soul EchoEN R 3.50	○ Spectral GuardianSC R 4.00
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● Tainted SpecterSC R 3.00	● TamiwhaSC R 4.00
● Tevka's DragonAC R 5.00	● Tevka's InpSC R 2.00
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● Telim Tor's EdictINS R 2.00	● Tombonstone StairwellEN R 4.00
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● Wildfire EmissarySC U 1.50	● Worldly TutorINS U 2.00
○ YareINS R 2.00	● Zebra UnicornSC U 1.00
● Ziran of the ClawSC R 3.50	● Zuberi, Golden FeatherSC R 4.00



DOUBLE TAKES

THERE IS ANOTHER
Remember the hand Luke lost in the lightsaber battle with Darth Vader in "The Empire Strikes Back"? His hand and his lightsaber were retrieved by the Empire, and the Dark Jedi clone Jorus C'Baath created a clone of Luke, called Luuke. Years after the destruction of the second Death Star, Luuke was forced to face this evil twin.

● Bezzar of WondersEN R 3.50	● Benthic DjinnSC R 3.00	● Blighted ShamanSC U .75	● Blind FuryINS U .50	● Bone MaskART R 3.00	● BrushwaggSC R 2.00	● Burning Palm EfreestSC U .75	● Cadaverous BloomEN R 5.00	● Canogy DragonSC R 5.00	● CarrionINS R 2.50	● Catacomb DragonSC R 7.00	● Celestial DawnEN R 6.50	● ChosphereEN R 3.00	● Charcoal DiamondEN U 2.00	● Circle of DespairEN R 3.00	● Consuming FerocityEC U .50	● Coral FightersSC U .50	● Crisman HellkiteSC R 7.00	● Crypt CobraSC U .50	● Cursed TotemART R 4.00	● Cycle of LifeEN R 2.50	● Frenetic EfreestSC R 3.00	● Goblin SoothsayerSC U .50	● Grim FeastEN R 3.50	● Grinning TotemART R 10.00	● Hakim, LureweaverSC R 3.00	● Hall of GeneseeEN R 3.50	● Hammer of BogardanSOR R 10.00	● Harbinger of NightSC R 3.00	● Hivis of the ScaleSC R 3.50	● Horrible HordesAC U .50	● Illicit AuctionSOR R 3.00	○ IlluminationINT U .50	● Infernal ContractSOR R 3.00	○ Jabari's InfluenceINS R 4.00	● Jungle PatrolSC R 2.50	● Kukerussa PiratesSC R 2.50	● Leering GargoyleSC R 2.50	● Lion's Eye DiamondART R 3.50	● Lure of PreyINS R 3.50	● Malignant GrowthEN R 3.00	● Mana PrismART U 1.25
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VISIONS

WIZARDS OF THE COAST-1997

Full Set (167 cards)150.00
Booster Pack (15 cards)3.50
Booster Box (36 packs)105.00
Commons10
Unlisted Uncommons50

● Aku DjinnSC R 5.00	○ Anvil of BogardanART R 5.50
○ ArchangelSC R 7.00	● Army AntsSC U .50
● Blanket of NightEN U 1.00	

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ● WHITE ● LAND

ART Artifact	EA Enchant Artifact	EN Enchantment	INT Interrupt	SC Summon Creatures
AC Artifact Creature	EC Enchant Creature	EW Enchant World	LL Legacy Land	SL Summon Legend
CR Current Rarity	EL Enchant Land	INS Instant	MS Mana Source	SOR Sorcery

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

● Bogardian PhoenixSC R 4.00	● Call of the WildEN R 4.50	● Cursed ScrollART R 22.00	● Knight of DawnSC U 1.50
● Brass-Talon ChimeraAC U 5.50	● Chimeric SphereART U 5.50	● Daathi EmbraceEN U 1.50	● KralkinSC R 3.50
● Breathstealer's CryptEN R 3.00	○ Debt of LoyaltyINS R 4.00	● DeadshotSOR R 4.00	○ SafeguardEN R 4.00
● Brood of CockroachesSC U 5.00	● Dense FoliageEN R 4.00	● Death Pits of RathEN R 4.00	● Saff FlatLAN R 5.00
● ChronatopSC R 5.50	● Dingus StaffART U 1.00	● Dirtrowl WurmSC R 6.50	● Sapphire MedallionART R 6.50
● City of SolitudeEN R 8.00	● DoomsdaySOR R 5.00	● DracolasmSC R 5.00	● SarcomancyEN R 7.00
● CorrosionEN R 3.00	● Dwarfish ThaumaturgistSC R 4.00	● Dregs of SorrowSOR R 4.00	● ScablendLAN R 5.00
● Creeping MoldSOR U 1.00	● Elvir's FamiliarSC R 4.00	● DuplicityEN R 3.00	● Scalding TongsART R 5.00
● DesertionINT R 6.50	● EnfarEN R 6.00	● EarthcraftEN R 4.00	● Scorch'd EarthSOR R 4.00
● DesolationEN U 1.00	● FirestormINS R 6.00	● Echo ChamberART R 4.50	● ScragnothSC U 2.00
● Diamond KaleidoscopeART R 3.75	○ Forsyain BrigadeSC U 7.5	● Eladamri, Lord of LeavesSC R 6.50	● Screeshing HarrySC U .75
● Dragon MaskSOR U 1.00	● Fungus ElementalSC R 4.00	● Eladamri's VineyardEN R 6.50	● Scroll RackART R 8.00
● Elephant GrassEN R 1.00	● Gaea's BlessingSOR U 1.00	● Even WarhoundsSC R 4.00	● Selenia, Dark AngelSC R 6.00
● Elkin LairEN R 3.50	● GallwallowardSC R 4.50	● Emerald MedallionART R 5.00	● ShockerSC R 5.00
○ EquipoiseEN R 4.00	● Gemstone MineLAN U 3.00	● Emmesi TameART R 4.00	● Sky SpiritSC U 1.25
○ Eye of SingularityEN R 4.00	● Goblin BombEN R 5.00	● EnergizerAC R 4.00	● Skysword ForestLAN R 5.50
● Fomeref EnchantressSC R 3.00	● Heart of BogardanEN R 4.00	● Erta's MeddlingINT R 4.00	● Skyshroud VampireSC U 1.25
● Firestorm HellkiteSC R 6.50	● Heat StrokeEN R 4.00	● Escaped ShapeshifterSC R 4.50	● Soltari emissarySC R 4.00
● Flooded ShorelineEN R 3.50	● Hurlton ShamanSC U 5.0	● ExtinctionSOR R 4.00	● Soltari GuerrillasSC R 4.00
● Forbidden RitualSOR R 4.00	● Infernal TributeEN R 4.00	● Fevered ConvulsionsEN R 3.00	○ Soltari PriestSC U 1.25
● Goblin RecruiterSC U 1.00	● Inner SanctumEN R 4.00	● Field of SoulsEN R 5.00	○ Soltari MonkSC U 1.50
● Griffin CanyonLAN R 4.00	● Liege of the HollowsSC R 4.00	○ Flickering WardEC U 1.00	○ Spirit MirrorEN R 4.00
● Guiding SpiritSC R 3.50	● Lotus ValeLAN R 11.00	● Flowstone SalamanderSC U 7.5	● Spontaneous CombustionINS U 1.00
● Helm of AwakeningART R 1.00	● Lorna WehART R 5.00	● Flowstone SculptureAC R 4.00	● Starke of RathSC R 3.00
○ Honorable PassageINS U 1.00	● Maraxus of KeldSC R 5.00	● Flowstone WyvernSC R 3.50	● Static OrbART R 5.00
● Hollow BubbleART U 5.50	● MorifennSC R 4.00	● Fool's TomeART R 4.00	● Steam EnchantmentEE U 1.25
● Kaervek's SpiteINS R 4.00	● Mwomvuul OzzuSC R 3.00	● Fugitive DruidSC R 4.00	● Storm FrontEN U .75
● Katabatic WindsEN R 3.00	● Nature's ResurgenceSOR R 4.00	● Furnace of RathEN R 6.50	● Sudden ImpactINS U 1.50
● KookusSC R 5.00	● Noble BenefactorSC U 7.5	● FylamariidSC U 1.00	● TelethopterAC U .75
● Lead-Belly ChimeraAC U .50	● Null RodART R 4.00	○ Gerrard's Battle CryEN R 4.50	● Thakos LowlandsLAN U 1.25
● LichenthroneSC R 3.00	● Orsch SettlersSC R 1.50	● Goblin BombardmentEN U 1.50	● ThumbscrewsART R 4.00
● Lightning CloudEN R 4.50	● Paradigm ShiftSOR R 4.00	● GrindstoneART R 6.25	● Time WarpSOR R 13.00
○ Longbow ArcherSC U 1.00	● PeacekeeperSC R 5.00	● Hand to HandEN R 3.50	● Tooth and ClawEN R 3.50
● Magma MineART U 1.00	● Pendrell MistsEN R 5.00	○ Hanna's CustodyEN R 4.25	● Torture ChamberART R 4.00
○ Miraculous RecoveryINS U 1.00	● Phantom WarriorSC U 1.00	● Heartwood GiantSC R 4.00	● Tradewind RiderSC R 20.00
● Natural OrderSOR R 4.50	● Psychic VortexEN R 3.50	● Helm of PossessionART R 5.50	● Unstable ShapeshifterSC R 4.00
● NecromancyEN U 1.00	● ReleasmSOR U 1.00	● HumilityEN R 7.00	● Vec TownshipLAN U .75
● NecromancerSC R 4.00	● Scorch'd RuinsLAN R 5.00	● IntertidINT U 1.25	● Verdant ForceSC R 7.00
● NekrataalSC U 2.00	○ SerenityEN R 5.00	● IntuitionINS R 5.00	● VerdigrisINS U .75
● Ogre EnforcerSC R 5.00	○ Serra's BlessingEN U 1.00	● Jaecal PupSC U 1.00	● What It-DellSC R 3.50
● OvinomancerSC U 1.00	○ Southern PaladinSC R 5.00	● Jet MedallionART R 5.00	○ WarmthEN U 1.00
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● Pillar Tombs of AlcuEN R 4.00	● Titan TameART R 4.00	○ Knight of DawnSC U 1.50	● Whispers of the MuseINS U 1.50
● ProsperitySOR U 2.00	● ThundermareSC R 7.00		● Wind DancerSC U 1.75
● Pynmy HippoSC R 3.50	● Tolerian EntrancerSC R 4.00		○ Winds of RathSOR R 5.50
● QuicksandLAN U 1.25	● Tolerian SerpentSC R 4.00		● Wood SageSC R 3.25
● Quirion DruidSC R 4.50	● TouchstoneART U 5.0		
● Rainbow EfreetSC R 5.50	● Tranquil GroveEN R 5.00		
● Relentless AssaultSOR R 10.00	● Urborg JusticeINS R 4.00		
○ Retribution of the MeekSOR R 4.00	● Urborg StalkerSC R 4.00		
● Righteous WarEN R 3.00	● Vodalian IllusionistSC R 5.00		
● RowenEN R 3.50	○ Volunteer ReservesSC U 1.50		
● Sands of TimeART R 4.00	● Wave of TerrorEN R 4.00		
● Scaleshane's EliteSC U 1.00	● Well of KnowledgeART R 5.00		
● SimoonINS U .50	● Winding CanyonLAN R 5.00		
● Snake BasketART R 5.00	● Xanthic StatueART R 4.50		
● Squandered ResourcesEN R 4.00			
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● Suleiman's LegacyEN R 3.00			
● Summer BloomSOR U 1.00			
● Teferi's Puzzle BoxART R 4.00			
● Teferi's RealmEN R 3.00			
● Tempest DrakeSC U 1.00			
● Three WishesINS R 4.00			
● Tin-Wing ChimeraAC U .50			
○ TithINS R 4.00			
● Triangle of WarART R 3.00			
● Undiscovered ParadiseLAN R 8.00			
● Vampiric TutorINS R 10.00			
● Viashino SandstalkerSC U 1.50			
● Viashino DragonSC R 8.00			
● Wand of DenialART R 5.00			
● Waterspout DjinnSC U 1.00			
○ Zhalfirin CrusaderSC R 4.00			

TEMPEST
WIZARDS OF THE COAST-1997

Full Set (335 cards)255.00
Booster Pack (15 cards)2.75
Booster Box (36 packs)80.00
Starter Deck (60 cards)6.00
Starter Box (12 decks)80.00
Starter Box (12 decks—pre-constructed)125.00
Commons15
Unlisted Uncommons75

● Altar of DementiaART R 5.00
● AlurixEN R 7.00
○ Angelic ProtectorSC U 1.00
● Apes of RathSC U 5.0
● ApocalypseSOR R 5.00
○ AuratopSC R 4.00
○ Avenaging AngelSC R 5.50
● Bellowing FiendSC R 4.00
● Benthic BehemothSC R 4.00
● Booby TrapART R 6.00
● Bottle GnomesAC U 3.00
● Bounty HunterSC R 5.00
● Caldera LakeLAN R 5.00
● Canyon DrakeSC R 3.25
● CarionetteSC R 3.50
● Chaotic GooSC R 3.00
● ChillEN U 1.00
● ChoicesEN U 1.50
● Cinder MarshLAN U 1.25
● Coffin QueenSC R 5.00
● Cold StorageART R 4.00
● Commander Greven il-VecSC R 7.00
● Corpse DanceINS R 6.00
● Crazy ArmodonSC R 4.00



DOUBLE TAKES

BEEF, THE OTHER RED MEAT
Sure, the +7/+7 Might Of Oaks gives to a creature is a lot—so is the similar bonus bestowed upon a creature by Righteousness. But Glyph Of Destruction takes the prize for the highest non-variable power bonus given by one card. This *Legends* common adds a whopping 10 to a wall's power, then destroys that wall at the end of the turn.

STRONGHOLD
WIZARDS OF THE COAST-1998

Full Set (143 cards)170.00
Starter Deck (60 cards)9.00
Starter Box (12 decks)95.00
Booster Pack (15 cards)2.75
Booster Box (36 packs)78.00
Commons15
Unlisted Uncommons1.00

● Acidic SilverSC U 1.50
● AmekEN R 3.00
● AwakeningEN R 4.50
● Bottomless PitEN U 1.50
● BurgeoningEN R 4.00
● CarrassidSC R 4.00
● Croxax the CursedSC R 5.50
● Crystalline SilverSC U 2.00
● Dream HallEN R 3.00
● Ensouling BridgeART R 5.00
● EvacuationINS R 4.50
● Fanning the FlamesSOR U 1.00
● Flowstone MaulerSC R 3.00
● Grave PactEN R 5.00
● HeartstoneART U 1.00
● Heart of BattleEN U 1.00
● Hermit DruidSC R 5.00
● HesitationEN U 1.00
○ Hidden RetreatEN R 4.00
● Horn of GreedART R 4.00
● Intruder AlarmEN R 3.50
● Invasion PlansEN R 3.50
● Jinxed RingART R 3.00
● Mask of the MimicINS U 1.00
● MegrimEN U 1.50
● Mind PeelSOR U 1.00
● MinchwarperSC R 3.50
● Mogg InfestationSOR R 4.50
● Mogg ManiacSC U 1.25
● MortuaryEN R 4.00
● Mix DiamondART R 18.00
● PortzulisART R 5.00
○ Pursuit of KnowledgeEN R 6.00
● ReboundINT U 1.00
● Ruins of PowerINS R 3.50
● RuvenantSC R 4.50

WEATHERLIGHT
WIZARDS OF THE COAST-1997

Full Set (187 cards)150.00
Booster Pack (15 cards)2.50
Booster Box (36 packs)78.00
Commons15
Unlisted Uncommons50

○ AbeyanceINS R 7.50
● AbarothSC R 4.50
● Ether FlashEN U 1.00
○ Alabaster DragonSC R 8.50
● Ancestral KnowledgeEN R 5.00
● AwizoSC R 3.50
● BanshiSC U .50
● Bone DancerSC R 3.50
● Bosium StripART R 4.00
● Bubble MatrixART R 5.00

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- Victual Sliver.....SC U 1.50
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- Volrath's Laboratory.....ART R 4.00
- Volrath's Shapeshifter.....SC R 4.00
- Volrath's Stronghold.....LAN R 7.00
- Wall of Essence.....SC U 1.00
- Wall of Souls.....SC U 1.00
- Warrior Angel.....SC R 5.00

EXODUS WIZARDS OF THE COAST-1988

- Full Set (143 cards).....140.00
- Starter Deck (60 cards).....9.50
- Starter Box (12 decks).....115.00
- Booster Pack (15 cards).....2.75
- Booster Box (36 packs).....92.00
- Commons.....15
- Unlisted Uncommons.....1.00

- Cataclysm.....SOR R 12.00
- City of Traitors.....LAN R 3.50
- Coat of Arms.....ART R 10.00
- Convalescence.....EN R 3.00
- Dauthi Warlord.....SC U 1.25
- Dominating Lich.....SC R 4.50
- Entropic Specter.....SC R 3.25
- Ephemeron.....SC R 4.25
- Equilibrium.....EN R 5.50
- Erratic Portal.....ART R 5.00
- Erhai, Wizard Adept.....SC R 7.00
- Exalted Dragon.....SC R 6.50
- Fighting Chance.....INS R 3.00
- Forbid.....INT U 1.50
- Hatred.....INS R 10.00
- Limited Resources.....EN R 5.00
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- Memory Crystal.....ART R 4.50
- Mind Moggots.....SC U 1.50
- Mind Over Matter.....EN R 7.00
- Mindless Automation.....AC R 3.50
- Mirri, Cat Warrior.....SC R 5.00
- Monstrous Hound.....SC R 4.00
- Null Brooch.....ART R 6.00
- Oath of Druids.....EN R 12.00
- Oath of Ghouls.....EN R 4.00
- Oath of Lieges.....EN R 4.50
- Oath of Magogs.....EN R 3.00
- Oath of Scholars.....EN R 4.00
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- Paladin on-Voc.....SC R 6.00
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- Pit Spawn.....SC R 4.00
- Plaguebearer.....SC R 3.50
- Ravenous Gabeon.....SC R 4.50
- Recurring Nightmare.....EN R 5.00
- Resuscitate.....INS U 3.00
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- Thalakan Drifters.....SC R 3.00

URZ'S SAGA WIZARDS OF THE COAST-1998

- Full Set (335 cards).....265.00
- Booster Pack (15 cards).....3.00



DOUBLE TAKES

PORTAL KOMBAT

And you thought *Portal* was weak? Imagine if *Baleful Stare*, a blue card which lets you draw a card for each mountain and red card in your opponent's hand, were tournament legal. Or how about *Balance Of Power*? This blue sorcery lets you refill your hand to as many cards as your opponent has—a slight twist on the now-banned *Windfall*.

- Booster Box (36 packs).....92.00
- Starter Deck (75 cards).....9.00
- Starter Box (12 decks).....90.00
- Commons.....15

- Absolute Grace.....EN U 1.50
- Absolute Law.....EN U 1.50
- Abundance.....EN R 6.00
- Abyssal Horror.....SC R 4.50
- Academy Researchers.....SC U 1.50
- Acidic Soil.....SOR U 1.50
- Alibino Troll.....SC U 1.00
- Anaconda.....SC U 1.50
- Angelic Chorus.....EN R 4.50
- Antagonism.....EN R 4.50
- Arcane Laboratory.....EN R 3.00
- Argothian Elder.....SC U 1.50
- Argothian Enchantress.....SC R 6.00
- Argothian Wurm.....SC R 7.00
- Attunement.....EN R 4.00
- Back to Basics.....EN R 4.50
- Barri, Master Wizard.....SC R 5.00

- Barrin's Codex.....ART R 4.50
- Bedlam.....EN R 4.00
- Bereavement.....EN U 1.50
- Birchwood Armor.....EC U 1.50
- Blasted Landscape.....LAN U 1.50
- Brand.....INS R 3.50
- Bull Hoppo.....SC U 1.50
- Buhoark.....EN R 3.50
- Carpet of Flowers.....EN U 1.50
- Carthodian.....AC U 1.50
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- Child of Gaia.....SC R 5.50
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- Citanal Camburs.....SC R 4.50
- Citanal Flute.....ART R 4.50
- Citanal Hierophants.....SC R 4.50
- Claws of Gix.....ART U 1.50
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- Confiscate.....EP U 1.50
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- Enchantment Alteration.....INS U 1.00
- Endless Wurm.....SC R 7.25
- Endoskeleton.....ART U 1.50
- Energy Field.....EN R 7.00
- Exhaustion.....SOR U 1.50
- Exploration.....EN R 3.00
- Faith Healer.....SC R 3.00
- Fault Line.....INS R 5.00
- Feucundity.....EN U 1.50
- Fire Ants.....SC U 1.50
- Flesh Reaver.....SC U 1.50
- Fluctuator.....ART R 3.00
- Fog Bank.....SC U 1.50
- Gaea's Cradle.....LAN R 8.00
- Gaea's Embrace.....EC U 1.50
- Gambble.....SOR R 5.00
- Gilded Drake.....SC R 4.00
- Glorious Anthem.....EN R 7.00
- Goblin Cadets.....SC U 1.50
- Goblin Lackey.....SC U 1.50
- Goblin Offensive.....SOR U 1.50
- Graflok Skullcap.....ART R 4.00
- Great Whale.....EN R 6.00
- Greater Good.....SC R 5.00
- Greener Pastures.....EN R 3.00
- Guma.....SC U 1.50
- Hawkwater Moth.....SC U 1.50
- Herald of Serra.....SC R 5.50
- Hibernation.....INS U 1.50
- Hidden Ancients.....EN U 1.50
- Hidden Guerrillas.....EN U 1.50
- Hidden Herd.....EN R 4.25
- Hidden Predators.....EN R 3.00
- Hidden Stag.....EN R 3.50
- Hopping Automaton.....AC U 1.50
- Humble.....INS U 1.50
- Ill-Gotten Gains.....SOR R 5.00
- Imaginary Pet.....SC R 4.50
- Intrepid Hero.....SC R 4.00
- Jagged Lightning.....SOR U 1.00
- Karn, Silver Golem.....AC R 5.00
- Lifeline.....ART R 12.00
- Lightning Dragon.....SC R 8.00
- Lightning Dragon (Promo).....EN R 15.00
- Liting Refrain.....EN U 1.00
- Linging Mirage.....EC U 1.50
- Lotus Blossom.....ART R 6.00
- Lurking Evil.....EN R 4.00
- Mana Leech.....SC U 1.50
- Meltedown.....SOR U 1.50
- Metropolis.....ART R 3.50
- Midsummer Revel.....EN R 4.50
- Mishra's Helix.....ART R 5.00
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- Thran Turbine.....ART U 1.50
- Thundering Giant.....SC U 1.50
- Time Spiral.....SOR R 5.00
- Titania's Boon.....SOR U 1.50
- Titania's Chosen.....SC U 1.50
- Tolanan Academy.....LAN R 5.00
- Torch Song.....EN U 1.50
- Treefolk Seedlings.....SC U 1.50
- Turnabout.....INS U 1.50
- Umbilicus.....ART R 4.00
- Urza's Armor.....ART U 1.50
- Vampire Embrace.....EC U 1.50
- Vexillum.....SC R 3.50
- Veiled Apparition.....EN U 1.50
- Veiled Crocodile.....EN R 4.00
- Veiled Sentry.....EN U 1.50
- Veiled Serpent.....EN U 1.50
- Vernal Bloom.....EN R 4.00
- Vashiano Sundswimmer.....SC R 3.50
- Victimize.....SOR U 1.50
- Vile Requiem.....EN U 1.50
- Voice of Grace.....SC U 1.00
- Voice of Law.....SC U 1.00
- Voltaic Key.....ART U 1.00
- Yug Lizard.....SC U 1.50
- Wall of Junk.....AC U 1.50
- War Dance.....EN U 1.50
- Waylay.....INS U 1.00
- Western Paladin.....SC R 5.00
- Whetstone.....ART R 4.50
- Whirwind.....SOR R 4.00
- Wildfire.....SOR R 5.00
- Wirecat.....AC U 1.50
- Witch Engine.....SC R 3.50
- Worn Powerstone.....ART U 1.00
- Worship.....EN R 7.00
- Yawgmoth's Edict.....EN U 1.50
- Yawgmoth's Will.....SOR R 5.00
- Zephid.....SC R 4.00
- Zephid Embrace.....EC U 1.50

URZ'S LEGACY WIZARDS OF THE COAST-1999

- Full Set (143 cards).....100.00
- Preconstructed Starter Deck (75 cards).....90.00
- Starter Box (12 decks).....90.00
- Booster Pack (15 cards).....3.00
- Booster Box (36 packs).....85.00
- Commons.....15

- Angel's Trumpet.....ART U 1.00
- Anthropasm.....SC R 4.00
- Archivist.....SC R 5.00
- Avalanche Riders.....SC U 1.50

MAGIC DATA

ARTIFACT		BLACK		BLUE		GOLD		GREEN		RED		WHITE		LAND	
ART	CR	EA	EC	EL	EN	EW	INS	INT	LL	MS	SC	SL	SOR	SOR	SOR
Artifact	Artifact Creature	Enchant Artifact	Enchant Creature	Enchant Land	Enchantment	Enchant World	Instant	Interrupt	Legendary Land	Mana Source	Summon Creature	Summon Legend	Sorcery	Sorcery	Sorcery

PRICE DATA

WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

INQUEST gamer Price Guide

- Vorian Enhancement .ENH R 4.00
- Vorian Rescue .EVE R 4.00
- Vree Saucers .FLE R 4.00
- War Leader Shakiri .CHA R 5.00
- Warleader's Fleet .GRO R 5.00
- Warrior Caste .FLE R 3.00
- Witness Protection .CON R 3.00
- Wounded .AFT R 3.50

THE SHADOWS EXPANSION PRECEDENCE PUBLISHING—1998

- Full Set (203 cards) .135.00
- Booster Box (24 packs) .36.00
- Booster Pack (12 cards) .2.75
- Commons .15
- Uncommons .100
- A Final Statement .EVE R 2.00
- Additional Force .EVE R 3.00
- Ambassador Kash .CHA R 8.00
- Annex Neutral World .CON R 2.00
- Assassination Device .ENH R 2.00
- Attack Babylon 5 .CON R 3.00
- Broken Allegiance .EVE Pr 8.00
- Bureaucratic Controls .ENH Pr 6.00
- Calenn .CHA R 7.00
- Calling the Shots .ENH R 3.50
- Centauri Beta 1 .LOC R 4.00
- Change of Direction .EVE R 3.25
- Consumed by Shadows .AFT R 5.00
- Coup de Grace .CON R 5.00
- Covering Weaknesses .EVE R 3.50
- Credit Chip .ENH Pr 7.00
- Damaged From Within .ENH R 5.00
- Dedicated Follower .EVE R 3.00
- Defense Treaty .CON Pr 10.00
- Disciple of Light .AGE R 4.00
- Eliminate Threats .EVE R 3.00
- Emperor Cartagia .CHA R 6.00
- Erit'zha .CHA R 8.50
- Evidence of Shadows .EVE Pr 5.00
- Factional Inertia .ENH R 3.00
- Fast Learner .ENH R 2.50
- Followers of G'Quan .GRO R 4.00
- Forging Alliances .AGE R 3.00
- Freedom of Choice .AFT R 2.50
- Gather Rebels .AGE R 3.50
- Government Aid .ENH R 3.00
- Growing Skepticism .ENH R 2.75
- Healing Artifact .ENH R 5.00
- Heavy Resistance .ENH R 4.50
- Held Back .ENH R 3.00
- Heralds of the Grey .GRO R 3.50
- Hidden Corruption .EVE R 4.00
- Hollow Victory .EVE R 3.50
- In Chaos, Uncertainty .EVE R 2.50
- In the Spotlight .AFT R 3.00
- Inconclusive Strike .EVE Pr 5.00
- Information Overload .ENH R 3.00
- Knowledge, then Action .ENH R 4.00
- Lashing Out .EVE R 3.00
- Lean Their Weakness .CON R 3.00
- Looking Ahead .CON R 3.00
- Lord Mollari .CHA R 7.00
- Lost in Shadows .EVE R 3.50
- Managed Growth .AGE R 4.00
- Manifest Destiny .AGE R 3.50
- Mindwipe .CON R 3.50
- Monks .GRO R 4.00
- Mr. Mordan .CHA R 8.00
- Mysterious Protections .EVE R 3.50
- New Opportunities .ENH R 3.00
- New Priorities .EVE R 3.00
- Not Alone .EVE R 2.00
- Obstacles to Victory .CON R 3.00
- Over the Brink .EVE R 2.00
- Past Victories .ENH Pr 12.00
- Peaceful Solutions .ENH R 3.00
- Permanent Wound .AFT R 2.50
- Political Pull .AFT R 2.75
- Preeminence .ENH R 3.00
- Presidential Coup .ENH R 3.50

- Prove Your Worth .ENH R 2.00
- Psionic Pacification .CON R 2.50
- Puppeteer .EVE R 3.00
- Raising the Stakes .EVE R 2.50
- Ranger Operations .GRO R 4.00
- Recalled .ENH R 3.00
- Recover and Regroup .EVE R 2.50
- Refusal to Yield .AFT R 3.50
- Reluctant Allies .ENH R 3.00
- Sebastian .CHA R 6.50
- Senator Young .CHA R 5.50
- Shadow Mediation .ENH R 3.50
- Shadow Retribution .AFT R 3.00
- Sigma 957 .LOC R 4.00
- Special Intelligence .GRO R 5.00
- Spread Unrest .EVE R 3.00
- Stagnation .ENH R 2.50
- Status Quo .EVE R 3.00
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- Stolen Spoils .AFT R 2.50
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- Sworn to Shadows .ENH R 3.00
- Talking Credit .CON R 3.00
- Taralenn II .LOC R 3.50
- Telekenisis .ENH R 3.50
- The Lure of Shadow .AGE R 3.50
- The Vorlans Respond .AFT R 3.00
- The White Star .FLE R 6.50
- The Young Races Rise .ENH R 3.00
- To Stand Alone .ENH R 3.50
- To the Victor .AFT R 2.50
- Uncertain Futures .EVE R 3.00
- Undermine Trust .CON R 3.00
- Unrelenting Losses .EVE R 3.00
- Unyielding Pressure .ENH Pr 5.00
- Unsung Hero .ENH R 3.50
- Va'Yal .CHA R 4.00
- Veteran Fleet .ENH Pr 10.00
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- Walkabout .AFT R 2.50
- When Duty Calls .AFT R 3.50
- William Morgan Clark .CHA R 4.00
- Z'ha'dum Awakened .LOC R 6.50
- Z'e'thras .CHA R 4.50

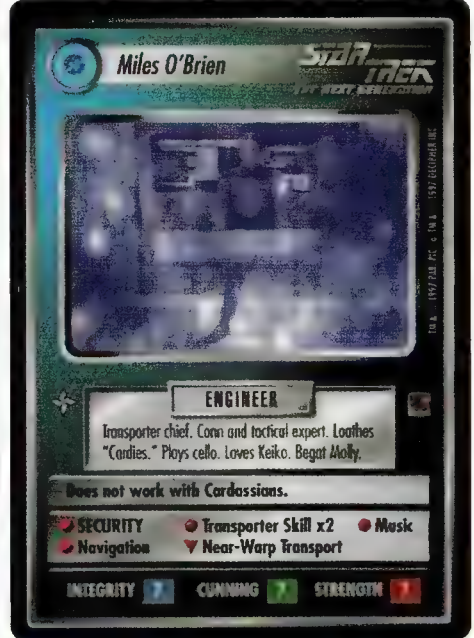
THE GREAT WAR EXPANSION PRECEDENCE PUBLISHING—1999

- Full Set (417 cards) .
- Starter Box (12 decks) .
- Booster Pack (10 cards) .2.50
- Commons .15
- Fixed cards .15
- A Show of Guile .AFT R 1.50
- Abandoned .AFT U .75
- Acolyte .CHA U .75
- Advance Fleet .FLE U .75
- Against the First Ones .AGE U .75
- Agamemnon .ENH R 2.50
- Aggressive Action .CON R 3.50
- Altruism .AGE U .75
- Ancient Enemies .ENH U .75
- Anla'Shak .GRO R 4.00
- Anna Sheridan .CHA R 5.00
- Asimov Laws .CON Pr 6.00
- At a Standstill .AFT U .75
- Attack Formation .EVE P 6.00
- Attack Outpost .CON U .75
- Babylon 5 Fighters .FLE U .75
- Babylon 5 War Council .ENH U .75
- Backlash .AFT U .75
- Beyond the Rim .CON R 2.50
- Biased Reporting .ENH U .75
- Bind the Watchers .CON U .75
- Brakir .LOC U .75
- Buy Favor .CON U .75
- Buy New Resources .EVE R 3.00
- Call Their Bluff .CON U .75
- Carrier Group .FLE U .75
- Chain of Command .AFT U .75
- Chrysalis Net .ENH R 2.00

- Cloaca of God .AGE R 3.00
- Civil Servants .GRO U .75
- Coincidence .EVE R 2.00
- Combined Fleet .FLE R 5.00
- Command Ship .FLE R 4.00
- Confrontation .CNT R 2.50
- Conscription .EVE R 3.00
- Consultants .GRO R 4.00
- Dagool .CHA R 3.00
- Day of the Dead .EVE R 3.00
- Death of Kosh .CON R 3.50
- Deep Scan .CON U .75
- Defeated .AFT R 2.00
- Defector Revealed .EVE Pr 6.00
- Defend the Races .AGE R 2.00
- Diplomatic Channels .ENH U .75
- Diplomatic Intrusion .CON U .75
- Diplomatic Payoff .CNT R 2.00
- Disarray .AFT Pr 6.00
- Dissent .ENH U .75
- Doctor Lillian Hobbs .CHA U .75
- Drazi Strike Fleet .FLE U .75
- Dust .EVE U .75
- Efficiency .ENH U .75
- Egyptian God of Frustration .ENH U .75
- Emfeeli .ENH R 2.50
- Empire Builder .AGE U .75
- Exhaustion .EVE Pr 6.00
- Eyes on the Border .EVE U .75
- Failed Goals .AFT U .75
- Fast Transport .ENH U .75
- Fate Awaits .ENH U .75
- Fate Calls .CON R 2.50
- Feast of Strife .AGE U .75
- Faint .EVE R 2.00
- Fighter Base .ENH U .75
- First One Intervention .AFT R 2.00
- First One Involvement .EVE R 2.00
- First One Protection .CNT R 2.00
- First Squadron .ENH U .75
- First United Fleet .FLE R 3.00
- Force Majeure .AGE R 2.50
- Fray at the Edges .EVE R 2.00
- Full Mobilization .AGE R 2.00
- Further Gains .CNT R 3.00
- Futility .AFT R 1.50
- Gain Merchant .CHA Pr 6.00
- Gear Up for War .ENH R 3.50
- G'Kar Enlightened .CHA R 5.00
- G'Web .CHA U .75
- Guarded Resources .CNT R 2.00
- Gyor .CHA U .75
- Hacker .ENH U .75
- Hand of Valen .AGE U .75
- Harker .CHA U .75
- Heavy Losses .AFT U .75
- Hidden Pressures .EVE R 2.00
- Hidden Treasury .CNT R 3.00
- Hyach Patriarch .CHA R 3.00
- Independent Support .ENH U .75
- Intelligence Gathering .CNT U .75
- Intervention Force .FLE R 3.00
- Julie Musante .CHA U .75
- Justin .CHA R 5.00
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- Light Shines .EVE U .75
- Lorien .CHA R 4.00
- Lost Opportunities .CNT U .75
- Lou Walsh .CHA U .75
- Luhn/Syhr .CHA R 3.00
- Lyta Empowerment .CHA R 3.50
- Maintain Control .CON R 3.50
- Master of All .AGE R 2.00
- Media Mogul .AGE U .75
- Melat .LOC U .75
- Merciless .ENH R 2.50
- Minister Durano .CHA R 4.00
- Minister Verano .CHA U .75
- Momentum .ENH R 2.50
- MnuK/ Vrak .CHA R 3.00
- No Compromises .ENH U .75
- No Mercy .AFT U .75
- Officer Exchange .CON U .75
- On All Fronts .CON R 2.50
- Opportunity For Chaos .EVE R 3.00
- Order Maintained .CON R 2.50
- Patrol Fleet .FLE U .75
- Peace Dividend .CNT U .75
- Perpetual Conflict .CON R 2.50

- Plague .CON R 2.50
- Planet Defense Fleet .FLE U .75
- Planet-wide Unrest .CON U .75
- Plans Revealed .CON U .75
- Playing Both Sides .AGE R 2.50
- Popular Tariffs .ENH U .75
- Power Brakers .GRO R 4.00
- Power Play .EVE R 2.00
- Premonition .ENH R 2.50
- Pride of the K'o'Ri .ENH R 2.50
- Propaganda .CHA R 5.00
- Propaganda .ENH U .75
- Public Resentment .AFT R 1.50
- Purple Files .EVE R 3.00
- Pushing Limits .AFT U .75
- Quality Leadership .ENH U .75

- Shadows Fall .EVE U .75
- Shadowwatch .ENH R 2.50
- Shambah III .LOC U .75
- Sheridan Robom .CHA R 7.00
- Stasis .ENH U .75
- Strange Bedfellows .CON R 2.50
- Strike at the Heart .CON U .75
- Subtle Influences .CON U .75
- Techno-mage .CHA R 2.50
- Telepath Block .ENH U .75
- Tenuous Control .EVE U .75
- Terra Firma .AGE R 2.00
- The Just Suffer .EVE Pr 6.00
- The Katal .ENH R 3.50
- The Path of Conquest .EVE R 2.00
- The Price of Fame .AFT U .75



DOUBLE TAKES

THE LIVING DEAD
The Miles O'Brien you know and love may not be the original O'Brien. In the episode "Visionary," he died from a dose of delta-series radioisotopes. Due to some sci-fi mumbo-jumbo, he was shifted into the future. The future O'Brien came back to warn DS9 about the impending attack and, while in the past, secretly changed places with the dead O'Brien.

- Ranger Training .ENH R 2.50
- Reaping Iniquity .EVE U .75
- Rebirth Ceremony .EVE R 2.50
- Reprisal .AFT U .75
- Research Station .ENH U .75
- Reservations .ENH U .75
- Resupply Network .GRO U .75
- Return to Ideals .EVE Pr 5.00
- Rumor Mongers .GRO U .75
- Sanctuary .AFT R 1.50
- Screened .CNT U .75
- Second Squadron .ENH U .75
- Second Unit Fleet .FLE R 4.50
- Severed Ties .CON U .75
- Shadow Base .ENH U .75
- Shadow Cloud .CON R 3.50
- Shadow Implants .ENH R 2.50
- Shadow Scouts .FLE U .75
- Shadow Strike Fleet .FLE R 4.00
- Shadow Symbol .CON R 2.50
- Shadow Tech Upgrade .ENH R 2.50
- Shadow War Fleet .FLE R 5.00
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- Third Squadron .ENH U .75
- Third United Fleet .FLE R 4.50
- This Was a Mistake .EVE R 2.00
- To Make a Stand .AGE R 2.00
- Truce .EVE U .75
- Tuslakh Vi'l'ikh .CHA U .75
- Uikesh Kosh .CHA R 3.00
- Underground Telepath .CHA U .75
- Unexpected Activity .EVE R 2.00
- Unexpected Return .EVE U .75
- Unfounded Rumors .CNT R 2.00
- University Complex .ENH U .75
- Valarius .ENH R 3.00
- Vengeance Fleet .FLE R 3.00
- Vicious Rumors .AFT U .75
- Voice of the Resistance .GRO R 4.00
- Vorian Allies .ENH U .75
- Vorian Dreams .CON U .75
- Vorian Order .ENH R 2.50
- Vorian Planet Killer .CON R 3.50
- Vorian Strike Fleet .FLE R 4.00

BABYLON 5 DATA C=COMMON U=UNCOMMON R=RARE

- CENTAURI ● HUMAN ● MINBARI ● NARN ● NEUTRAL ● OTHER ○ VORLON
- AFT Aftermath CNT Contingency EVE Event
- AGE Agenda CON Conflict FLE Fleet
- CHA Character ENH Enhancement GRO Group
- INT Intrigue
- LOC Location
- MIL Military

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

- Vorlon Universe AGE R 2.00
- Vorlon War Fleet FLE R 4.00
- War Fever ENH U .75
- War Footing CON U .75
- War Protesters AGE U .75
- Wargames COM R 2.50
- We Are Not Impressed ENH U .75
- Well Publicized ART R 1.50
- What Were You Thinking? ART U .75
- White Star Fleet FLE R 4.50
- With A Sacrifice ART U .75
- Wrong Place and Time ART U .75
- Zathras CHA R 2.00
- Zathra's CHA U .75
- Zathra's CHA P 4.00



POKÉMON

WIZARDS OF THE COAST-1999
 Full Set (102 cards) 200.00
 Preconstructed Starter Deck (60 cards) 10.00
 1st Edition Booster Pack (11 cards) 4.50
 2nd Edition Booster Pack (11 cards) 3.00
 Prices are for 1st Edition cards. 2nd Edition card prices are 75% of 1st Edition equivalents.

- Abra POK C .25
- Alakazam POK R 10.00
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- Beedrill POK R 4.00
- Bill TRA C .25
- Blastoise POK R 8.00
- Bulbasaur POK C .25
- Caterpie POK C .25
- Chansey POK R 6.00
- Charizard POK R 13.00
- Charmander POK C .25
- Charmeleon POK U .75
- Clefairy POK R 6.00
- Clefairy Doll TRA R 3.00
- Computer Search TRA R 4.00
- Defender TRA U .75
- Devolution Spray TRA R 2.00
- Dewgong POK U .75
- Diglett POK C .25
- Doduo POK C .25
- Double Colorless Energy ENG U .75
- Dragonair POK R 3.00
- Dratini POK U .75
- Drowzee POK C .25
- Dugtrio POK R 3.00
- Electrabuzz POK R 4.00
- Electrode POK R 3.00
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- Energy Retrieval TRA U .75
- Farfetch'd POK U .75
- Fighting Energy ENG C .50
- Fire Energy ENG C .50
- Full Heal TRA U .75
- Gastly POK C .25
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- Growlithe POK U .75
- Gust of Wind TRA C .25
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- Ivysaur POK U .75
- Jynx POK U .75
- Kadabra POK U .75
- Kakuna POK U .75
- Koffing POK C .25
- Lass TRA R 2.00
- Lightning Energy ENG C .50
- Machop POK R 7.00
- Machoke POK U .75
- Machop POK C .25
- Magikarp POK U .75
- Magmar POK U .75
- Magnetite POK C .25

- Magnetron POK R 6.00
- Maintenance TRA U .75
- Metapod POK C .25
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- Midoking POK R 6.00
- Midorino POK U .75
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- Poliwrath POK R 6.00
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- Poryon TRA C .25
- Poryon TRA C .25
- Professor Oak TRA U .75
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- Rattata POK C .25
- Revive TRA U .75
- Sandshrew POK C .25
- Scoop Up TRA R 2.00
- Seal POK U .75
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- Starmie POK C .25
- Staryu POK C .25
- Super Energy Removal TRA R 4.00
- Super Potion TRA U .75
- Switch TRA C .25
- Tangela POK C .25
- Venusaur POK R 10.00
- Voltorb POK C .25
- Vulpix POK C .25
- Wartortle POK U .75
- Water Energy ENG C .50
- Weedle POK C .25
- Zapdos POK R 8.00

- Crisis INT R 6.00
- Crystalline Entity DIL R 3.50
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- Cytherians DIL R 3.00
- Data PER R 22.00
- Deanna Troi PER R 11.00
- Devil, The INT R 4.00

- Investigate "Shattered Space" MIS R 2.00
- Investigate Sighting MIS R 2.00
- Investigate Time Continuum MIS R 2.00
- Jaglon Shrek-Info Broker INT R 3.00
- Jean-Luc Picard PER R 28.00

- Shelby PER R 4.00
- Sir Isaac Newton PER R 4.00
- Study "Hole in Space" MIS R 2.00
- Study Lonka Pulsar MIS R 2.00
- Study Nebula MIS R 2.00
- Supernova EVE R 5.00
- Survey Mission MIS R 2.00
- Tam Eblrun PER R 5.00
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- Time Travel Pod ART R 6.00
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- Toreth PER R 5.00
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- U.S.S. Hoed STA R 6.00
- U.S.S. Phoenix STA R 6.00
- U.S.S. Yamato STA R 7.00
- Varon-T Disruption ART R 6.00
- Wash PER R 4.00
- Vulcan Stone of Gol ART R 5.50
- Warp Core Breach EVE R 4.00
- Wesley Crusher PER R 10.50
- William T. Riker PER R 20.00
- Wind Dancer DIL R 3.00
- Wolf PER R 20.00
- Wormhole Negotiations MIS R 2.00

Whippoorwill

♣♣. ♣♣. Until end of turn, target creature may not regenerate and damage done to target creature may not be prevented or redirected. If target creature goes to the graveyard, remove it from game. If the Whippoorwill remains silent, the seed has not reached its reward.

DOUBLE TAKES

TO FLY OR NOT TO FLY
 Sometimes a card's picture makes you wonder. For instance, why doesn't the Whippoorwill, a creature from *The Dark*, have flying when its picture clearly shows it with wings? Meanwhile, the Fallen Angel has flying even though she shows scars where she lost her wings. And the Black Lotus isn't even black. It's blue!

- Devaros STA R 5.00
- Dr. La Forge PER R 5.00
- Dr. Leah Brahms PER R 4.00
- Duras PER R 5.00
- Evaluate Terraforming MIS R 2.00
- Explore Black Cluster MIS R 2.00
- Explore Dyson Sphere MIS R 2.00
- Explore Typhoon Expanse MIS R 2.00
- Extraction MIS R 2.00
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- I.K.C. Buruk STA R 5.00
- I.K.C. High'ta STA R 5.00
- I.K.C. Pagh STA R 5.50
- I.K.C. Qu'Vat STA R 6.50
- Icaria Investigation MIS R 2.00
- Interphase Generator ART R 6.00
- Investigate Alien Probe MIS R 2.00
- Investigate Disappearance MIS R 2.00
- Investigate Disturbance MIS R 2.00
- Investigate Massacre MIS R 2.00
- Investigate Raid MIS R 2.00
- Investigate Rogue Comet MIS R 2.00
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- Kargan PER R 4.00
- K'Ehleyr PER R 4.00
- Kevin Uxbridge INT U 1.00
- Khazara STA R 5.00
- Khitomer Research MIS R 2.00
- Kivas Fajo-Collector EVE U 0.75
- Klingon Death Yell INT R 4.00
- K'tarian Game DIL R 3.00
- Kurak PER R 5.00
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- Lore's Fingernail EVE R 5.00
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- Mendak PER R 3.50
- Morgan Bateson PER R 3.00
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- Neela Daren PER R 4.00
- New Contact MIS R 2.00
- Pegasus Search MIS R 2.00
- Pi STA R 4.00
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- Rogo Danar PER R 5.50
- Sarek PER R 5.00
- Sarjenka DIL R 2.50
- Sarthang Plunderer MIS R 2.00
- Satelek PER R 4.00
- Seek Life-form MIS R 3.00
- Sela PER R 5.00
- Berlingoff Rasmussen PER R 4.00
- Beverly Picard PER R 8.50
- Brute Force MIS R 3.00
- Commander Tomalak PER R 5.00
- Crysstalife ART R 4.00
- Data's Head ART R 6.00
- Devidian Doorway DOR R 4.00
- FGD-47 Research MIS R 3.00
- Future Enterprise STA UR 75.00
- Gorntuu STA R 4.00
- Governor Wolf PER R 10.00
- Ian Andrew Troi PER R 4.00
- Icorian Gateway ART R 4.50
- Major Rakal PER R 4.50
- Ophidian Cane ART R 5.00
- Reunion MIS R 3.00
- Samuel Clemens' Pocketwatch ART R 5.00
- Tasha Yar-Alternate PER R 8.50
- U.S.S. Enterprise-C STA R 15.00

STAR TREK CUSTOMIZABLE CARD GAME: LIMITED

DECIPHER-1995
 Full Set (363 cards) 700.00
 Starter Deck (60 cards) 13.00
 Starter Box (12 decks) 135.00
 Booster Pack (15 cards) 6.00
 Booster Box (36 packs) 175.00
 Cards are black-bordered.
 Single cards are worth 30% to 40% more than unlimited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER-1995
 Full Set (122 cards, not including "Future Enterprise") 130.00
 Booster Pack (15 cards) 3.00
 Booster Box (36 packs) 80.00
 Commons 10
 Common Personnel 25
 Uncommons 75
 Unlisted Rares 3.50

- Beverly Picard PER R 8.50
- Brute Force MIS R 3.00
- Commander Tomalak PER R 5.00
- Crysstalife ART R 4.00
- Data's Head ART R 6.00
- Devidian Doorway DOR R 4.00
- FGD-47 Research MIS R 3.00
- Future Enterprise STA UR 75.00
- Gorntuu STA R 4.00
- Governor Wolf PER R 10.00
- Ian Andrew Troi PER R 4.00
- Icorian Gateway ART R 4.50
- Major Rakal PER R 4.50
- Ophidian Cane ART R 5.00
- Reunion MIS R 3.00
- Samuel Clemens' Pocketwatch ART R 5.00
- Tasha Yar-Alternate PER R 8.50
- U.S.S. Enterprise-C STA R 15.00

Q CONTINUUM EXPANSION

DECIPHER-1996
 Full Set (121 cards) 115.00
 Booster Pack (15 cards) 3.00
 Booster Box (36 packs) 85.00
 Commons 15
 Uncommons 75
 Unlisted Rares 4.50
 ● Arbiter of Succession INT R 5.00

STAR TREK DATA C=COMMON U=UNCOMMON R=RARE

- BAJOR. ○ BORG ● CARD. ● FEDER. ● KLING. ● NON-A. ● OTHER ● ROMUL.

- ART Artifact EQU Equipment INT Interrupt OBJ Objective SIT Site
- DIL Dilemma EVE Event LOC Location OUT Outpost STA Starship
- DOR Doorway HQU Headquarters MIS Mission PER Personnel STT Station

PRICE DATA WENT UP | WENT DOWN | HEAVY TRADING | NEW SET

INQUEST **gamer** Price Guide

- Blade of Tian ART R 7.50
- Canar ART R 6.50
- Data's Body PER R 3.00
- Galen PER R 8.00
- IKC Mohr-R'a STA R 5.00
- Juliana Tainer PER R 5.50
- Katherine Pulaski PER R 6.00
- Klingon Civil War EVE R 5.00
- Lal PER R 6.00
- Madam Guinan PER R 9.00
- Manheim's Dimensional Door DOR R 5.00
- Mona Lisa ART R 5.00
- Mortal Q PER R 6.00
- Mr. Horn PER R 5.50
- Nick Locarno PER R 5.00
- Sheliaq, The DIL R 5.00
- Terix STA R 5.00
- USS Stargazer STA R 8.00
- Yuta DIL R 5.50

FIRST CONTACT EXPANSION DECIPHER-1997

- Full Set (130 cards) 150.00
- Booster Pack (9 cards) 2.50
- Booster Box (30 packs) 65.00
- Commons75
- Uncommons15

- Abandon Mission EVE R 3.00
- Admiral Hayes PER R 4.00
- Alias, Poor Queen INT R 3.50
- Alyssa Ogawa PER R 4.00
- Android Headlock INT R 3.50
- Antique Machine Gun ART R 4.00
- Assimilate Homeworld OBJ R 4.00
- Assimilate This! INT R 3.00
- Beverly Crusher PER R 8.50
- Borg Kiss INT R 4.00
- Borg Neuroprocessor INT R 3.50
- Borg Queen PER R 13.00
- Build Interlocking Beacon OBJ R 3.50
- Data PER R 12.00
- Deanna Trol PER R 8.50
- Espionage Mission MIS R 3.50
- Geordi La Forge PER R 10.00
- Jean-Luc Picard PER R 15.00
- Lily Stane PER R 4.00
- Magic Carpet Ride OOD ART R 4.50
- Montana Missile Complex/LOC R 4.50
- My First Raygun DIL R 4.00
- Ocular Implants EVE R 3.50
- Ooby Doby DIL R 3.50
- Paul Porter PER R 4.00
- Phoenix STA R 5.00
- Primitive Culture DIL R 3.50
- Queen's Borg Cube STA R 8.00
- Queen's Borg Sphere STA R 8.00
- Regenerate EVE R 4.00
- Reginald Barclay PER R 5.00
- Retask EVE R 4.00
- Savage Starship OBJ R 3.50
- Scout Encounter DEL R 4.50
- Shipwreck INT R 4.00
- Solkar PER R 4.00
- Stop First Contact OBJ R 4.00
- Strict Dress Code DIL R 4.00
- Temporal Wake INT R 4.00
- Theta-Radiation Poisoning DIL R 4.00
- Three-Dimensional Thinking/INT R 4.00
- USS Enterprise-E STA R 17.00
- Undetected Beam-In DIL R 4.00
- Visit Cochrane Memorial OBJ R 4.00
- Wall of Ships EVE R 4.00
- Weak Spot INT R 4.00
- William T. Riker PER R 12.00
- Worm PER R 10.00
- Zefram Cochrane PER R 7.00
- Zefram Cochrane's Telescope ART R 3.75

THE FAJO COLLECTION DECIPHER-1998

- Full Set (18 cards) 125.00
- Black Hole DOR R 10.00
- Dixon Hill's Business Card INT/EVR 8.00
- DNA Metamorphosis DIL R 7.50
- Dr. Soong PER R 12.50
- Gaiaman PER R 15.00
- IKC Chang STA R 8.00
- Kivas Fajo PER R 10.00
- Locutus of Borg PER R 28.00
- Lore PER R 20.00
- Miles O'Brien PER R 10.00
- 1962 Maris Baseball Card ART R 8.00
- Persistence of Memory ART R 8.00
- Picard's Artificial Heart ART R 8.00
- Qapla'! INT R 7.00
- Sisters of Duras PER R 12.00
- Spot PER R 8.50
- Taiiera PER R 7.50
- U.S.S. Pasteur STA R 10.00

DEEP SPACE NINE EXPANSION DECIPHER-1998

- Full Set (276 cards, not including "Defiant") 180.00
- Booster Pack (9 cards) 2.50
- Booster Box (36 packs) 60.00
- Starter Deck (60 cards) 9.75
- Starter Box 90.00
- Commons15
- Uncommons 1.00

- Pr rarity denotes promo.
- Aamin Marritza PER R 4.50
- Access Relay Station MIS R 3.50
- Aid Fugitives MIS R 3.50
- Airluck DOR R 4.50
- Aldara STA R 4.50
- Alien Gambling Device ART R 4.00
- Altanian Brain Teaser DIL U 1.00
- Altovar PER R 5.00
- Automated Security System/EVE R 3.50
- Bajoran Civil War EVE R 3.50
- Barell Antos PER R 5.50
- Baseball INT R 4.50
- Benjamin Sisko PER R 20.00
- Bo'trak PER R 4.50
- Boheeka PER R 4.50
- Borad PER R 4.50
- Camping Trip MIS R 3.00
- Central Command HQU R 5.00
- Cha'Joh STA R 4.50
- Chamber of Ministers HQU R 5.00
- Changing Research MIS R 3.00
- Colonel Day PER R 4.50
- Cure Bright MIS R 3.00
- Damar PER R 4.50
- Deep Space Nine/Terok Nor STT R 18.00
- Defiant Dedication Plaque/EVE R 4.00
- D'Ghor PER R 4.50
- DNA Clues DIL R 3.00
- Dukat PER R 13.00
- Duranja EVE R 5.00
- Elim Garak PER R 7.00
- Enabrian Train PER R 6.00
- Entek PER R 4.50
- Establish Tractor Lock OBJ R 3.50
- Garak Has Some Issues DIL R 3.50
- Garak's Tailor Shop SIT R 4.00
- General Krim PER R 4.50
- Gilora Rejal PER R 4.50
- Going To The Top INT R 4.00
- Grikka PER R 4.50
- Grounall STA R 4.50
- Harvester Virus DIL R 3.50
- HQ: Return Orb to Bajor OBJ R 3.50

- IKC Tah'Kaht STA R 5.50
- Investigate Rumors MIS R 3.50
- Jaddia Dax PER R 16.00
- Jake and Nog PER R 8.50
- Jaro Essa PER R 4.50
- Julian Bashir PER R 15.00
- Kai Opaka PER R 7.50
- Karina PER R 5.00
- Kira Nerys PER R 13.00
- Korinas PER R 4.50
- Kovat PER R 4.50
- Lenaris Holem PER R 4.50
- Li Nalas PER R 4.50
- Makbar PER R 4.50
- Marcus Mazur PER R 5.00
- Mora Pal PER R 5.00
- Morika PER R 4.50
- Mysterious Orb ART R 5.50

- Solveth PER R 4.50
- Shakaar Edon PER R 6.00
- Sorus PER R 4.50
- Surrak Ren PER R 4.50
- Symbiant Diagnosis MIS R 3.50
- System 5 Disruptors EVE R 5.00
- Tahna'Los PER R 4.50
- Tekeny Ghemur PER R 4.50
- The Three Vipers DIL R 3.50
- The Walls Have Ears INT R 3.50
- Tora Zyl PER R 5.00
- Toran PER R 4.50
- Trauma DIL R 3.50
- Turrel PER R 4.50
- U.S.S. Defiant STA UR 80.00
- U.S.S. Yangtze Kiang STA R 8.00
- U.S.S. Zeph'No PER R 5.00
- Vedek Winn PER R 6.50

- Archamus Dispute MIS U .75
- Atul PER U .75
- Berserk Changeling DIL U .75
- Betazed Invention MIS R 3.50
- Bioweapon Ruse MIS U .75
- Borath PER R 5.00
- Captain Kirk PER Pr 75.00
- Ch'Pok PER R 5.00
- Chula: Pick One to Save Two DIL U .75
- Chula: The Chandra DIL R 3.00
- Crew Reassignment EVE U 7.00
- Cruden's Key ART R 3.00
- D'nderick Advanced STA R 5.00
- Demar PER R 6.00
- Daro PER U .75
- Dejar PER U .75
- Empok Nor FAC R 7.50
- Engage Cloak OBJ U .75
- Establish Dominion Foothold OBJ U .75

- Fair Play EVE U .75
- Flight of the Intruder INT U .75
- Founder PER U .75
- Founder Leader PER R 6.00
- Founder Secret DIL R 3.50
- Barak PER R 6.00
- Goran'Agar PER R 6.00
- I.K.C. Rotarran STA R 5.00
- Install Autonomic Systems Parasite OBJ U .75
- Intelligence Operation MIS U .75
- Investigate Coup MIS U .75
- Issue Secret Orders OBJ R 3.00
- Jaresh-Inyo PER R 5.00
- Jem'Hadar Disruptor Rifle/EDU U 7.5
- Jem'Hadar Warship STA U 7.5
- Kai Winn PER R 5.00
- Kevaan PER R 5.00
- Keldon Advanced STA R 6.00
- Keogh PER R 5.00
- Kilana PER R 5.00
- Kira Founder PER R 6.00
- L'layton Founder PER R 5.50
- Lovok PER R 5.00
- Lovok Founder PER R 5.50
- Macet PER U 7.5
- Martok PER R 5.00
- Martak Founder PER R 5.00
- Mesa'Clan PER U 7.5
- Michael Edgington PER R 5.50
- Mining Survey MIS U 7.5
- Mission Fatigue DIL U 7.5
- O'Brien Founder PER R 6.00
- Office of the President FAC R 2.50
- Office of the Protocol FAC R 3.00
- Omet'ikan PER R 5.00
- Operate Wormhole Relays/OBJ U 7.5
- Orb of Prophecy and Change ART R 3.50

Illusionary Presence

Cumulative Upkeep: ♠
During your upkeep, Illusionary Presence gains a landwalk ability of your choice until end of turn. "We could feel the Shaman's power, as surely as we felt the storm."
—Disa the Resilient, journal entry

DOUBLE TAKES

WALK LIKE A LAND
Landwalk hasn't appeared much in recent expansions, but there were some funky versions of it in the early days. *Arabian Nights'* Desert Nomads had desertwalk, while *Legends'* Livonya Silone had legendary land-walk. *Ice Age's* Illusionary Presence was the most versatile, though; each turn, it could gain landwalk for any type of land, including "Island Of Wak-Wak-wak."

- Natama Lang PER R 4.50
- Neela PER R 4.50
- No Loose Ends DIL R 3.50
- Odo PER R 15.50
- Orb Fragment ART R 4.50
- Paltra PER R 4.50
- Plain, Simple Garak PER R 8.00
- Plans of the Obsidian Order/OBJ R 3.50
- Plans of the Tal Shiar OBJ R 3.50
- Prakesh SIT R 6.00
- Protouniverse INT R 3.50
- "Pup" DIL R 3.50
- Razka Kam PER R 4.50
- Recruit Mercenaries EVE R 4.00
- Rescue Personnel OBJ R 3.00
- Retaya PER R 4.50
- Rutwan PER R 4.50
- Sakonna PER R 4.50
- Saltz'n'a Clock ART R 4.50
- Secret Compartment DOR R 3.50
- Seismic Quake DIL R 3.50
- Wormhole Navigation Schematic PER R 4.50
- Yeto PER R 6.00
- Zef'No PER R 6.00

THE DOMINIAN EXPANSION DECIPHER-1999

- Full Set (130 cards, not counting promos) 130.00
- Booster Pack (9 cards) 2.50
- Booster Box (30 packs) 75.00
- Commons 25.00
- Pr rarity denotes promo.
- 10 and 01 PER R 5.50
- Admiral Leyton PER R 5.00
- Admiral Riktor PER Pr 45.00
- Amatigan PER R 5.00
- Anya PER U 7.5
- Arak'Tamil PER U 7.5
- Security Briefing MIS U 7.5
- Senator Vreenak PER R 6.00
- Seven Of Nine PER Pr 60.00
- Shape-Shift INT U 7.5
- Silaran Prin PER U 7.5
- Sisko 197 Subroutine EVE U 7.5
- Sleeper Trap DIL R 3.50
- Soto PER U 7.5
- T'Rul PER U 7.5
- Tactical Console EVE U 7.5
- Talak'talan PER R 5.00
- The Earring of Li Nalas ART R 3.50
- The Great Hall FAC R 2.50
- The Great Link FAC R 2.50
- Toman'torax PER R 5.00
- Trager STA R 5.00
- U.S.S. Defiant STA R 10.00
- U.S.S. Odyssey STA U 7.5
- U.S.S. Rio Grande STA R 6.00
- Uncover DNA Clues MIS U 7.5
- Wayoun PER R 7.50

STAR WARS DATA C=COMMON U=UNCOMMON R=RARE

- DARK SIDE ○ LIGHT SIDE
- AL Alien DRO Droid LIN Lost Interrupt REB Rebel UIN Used Interrupt
- CRE Creature EFF Effect LOC Location STA Starship VER Vehicle
- DEV Device IMP Imperial OBJ Objective UEE Utinni Effect WEA Weapon

PRICE DATA WENT UP WENT DOWN HEAVY TRADING NEW SET

- Wolf Son of MoghPER Pr 60.00
- YelgranPER R 5.00
- You Dirty RatINT U .75
- ZayraPER R 5.00



STAR WARS LIMITED EDITION DECIPIER-1995

- Full Set (324 cards)360.00
- Starter Deck (60 cards)11.00
- Starter Deck Box (10 decks)120.00
- Booster Pack (15 cards)5.00
- Booster Box (36 packs)160.00
- Commons10
- Unlisted Uncommons50

Cards are black-bordered.

- A Disturbance in the ForceEFF U 1.00
- Admiral MottiIMP R 5.00
- Affect MindEFF R 4.50
- AlderaanLOC R 4.00
- AlderaanLOC U 1.00
- AfterUIN U 1.00
- Assault RifleWEA R 3.00
- A Tremor in the ForceEFF U 1.00
- BanthaVEH U .75
- BeggarEFF R 5.00
- Beru StewLIN U .75
- Biggs DarklighterCHR R 4.50
- Black 2STA R 9.00
- Black 3STA U 1.00
- Blast Door ControlsEFF U .75
- Blaster RackEFF U 1.00
- Blaster ScopeDEV U .75
- Boosted TIE Blaster CannonSWE U 1.00
- Boring Conversation AnywayUIN R 4.50
- BoShekAL U 1.00
- C-3PODRO R 18.00
- CallerDEV U .75
- Cantina BrawlLIN R 4.50
- Charming to the LastLIN R 3.00
- Chief BastIMP U 1.00
- Circle is Now CompleteLIN R 5.50
- Colonel Wulif YularenIMP U 1.00
- Commander PrajiUIN U .75
- Corallian CorvetteSTA U 1.00
- Crash Site MemorialEFF U .75
- DantooineUIN U 1.00
- Dark CollaborationLIN R 5.00
- Dark HoursEFF U .75
- Dark Jedi LightsaberWEA U 1.00
- Dark Jedi PresenceLIN R 6.50
- Darth VaderIMP R 50.00
- DathchaAL U 1.00
- Death Star: Lvl 4 Mill. Cor. LOC U 1.00
- Death Star PlansUIN R 5.00
- Death Star SentryEFF U 1.00
- Death Star: Detention Block Ctrl.LOC U .75
- Death Star: Trash Comp. LOC U 1.00
- Death Star: War RoomLOC U 1.00
- DemoniumEFF R 3.00
- DevastatorSTA R 15.00
- Dice IbegonAL R 3.00
- DisarmedEFF R 5.00
- DisarmedEFF R 5.00
- Djas PuhirCHA R 3.00
- Don't Get CockyLIN R 5.00
- Dr. EvazanCHA R 3.00
- DS-61-2CIN U 1.00
- DS-61-3CIN R 9.00
- DutchREB R 8.00
- EG-5DRO U .75
- Elis HelrotUIN U .75
- Emergency DeploymentUIN U 1.00
- Empire's Back, TheLIN U 1.00
- Escape PodUIN U .75
- Evacuate?UIN U .75
- Expand the EmpireEFF R 4.50
- Eyes in the DarkEFF U 1.00
- Fear Will Keep Them In LineEFF R 3.00

- Feltpregn TrevaggoAL U 1.00
- Firgin D'anAL U .75
- 5DS-RA-7DRO R 4.50
- Force is Strong With This OneLIN R 3.00
- Full Scale AlertLIN U .75
- Full ThrottleLIN R 3.00
- GarindanAL R 3.00
- General DodonnaREB U 1.00
- General TaggeIMP R 5.50
- Gift of the MentorLIN R 6.00
- Gold 1STA R 4.00
- Gold 5STA R 4.00
- Grand Moff TarkinIMP R 20.00
- Gravel StormLIN U 7.00
- Han's Heavy Blaster PistolWEA R 3.00
- Han SeekerWEA R 2.50
- Han SoloREB R 35.00
- Help Me Obi-Wan Kenobi UIN R 5.00
- How Did We Get Into This UIN U 7.00
- Hydroponics StationDEV U .75
- I Find YourDisturbing EFF R 5.00
- I Have You NowLIN R 3.50
- I've Lost ArttooEFF U .75
- Imperial Class Star DestroyerSTA U 3.00
- IntoChute, FlyboyUIN R 3.50
- Ion CannonSWE U 1.00
- Jawa PackEFF U .75
- Jawa SiestaEFF U 1.00
- Jedi LightsaberWEA U 1.50
- Jedi PresenceLIN R 5.00
- Jek PorkinsREB U 1.00
- Juri JuiceUEF R 2.50
- KaboAL U 1.00
- Kal'Fa'lni C'n'drosAL R 6.00
- KesselLOC U 2.00
- KesselLOC U 2.00
- Kessel RunUEF R 4.00
- Kirki Keed'kakAL R 5.00
- K'lorslugEFF R 4.50
- Krayt Dragon HowlLIN R 5.00
- LabriaAL R 3.00
- Laser ProjectorWEA U .75
- Lateral DamageUEF R 3.00
- Leesub SirinAL R 2.50
- Leia OrganaREB R 30.00
- Leia's Sporting BlasterWEA U 1.00
- Lieutenant TantrissIMP U .75
- Light Repeating Blaster RifleWEA R 5.00
- Lightsaber ProficiencyEFF R 6.00
- Local TroubleLIN R 4.50
- Lone PilotLIN R 2.50
- Lone WarriorLIN R 2.50
- Look Sir, DroidsLIN R 5.00
- LUKE! LUJUKE!UEF U .75
- Luke SeekerWEA R 2.50
- Luke SkywalkerREB R 35.00
- Luke's X-34 Landspeeder VEH U 1.00
- Mantellian SavprEFF R 3.00
- Millennium FalconSTA R 25.00
- MolatorEFF R 5.00
- Moment of TriumphLIN R 2.50
- Move AlongUIN R 4.50
- MyoAL R 3.00
- Nevar YainalLIN R 3.00
- NightfallEFF U 1.00
- Noble SacrificeLIN R 3.00
- Obi-Wan KenobiREB R 35.00
- Obi-Wan's CapeEFF R 8.00
- Obi-Wan's LightsaberWEA R 10.00
- Observation HolocamDEV U .75
- On the EdgeLIN R 3.00
- Organa's Car, NecklaceUEF R 5.00
- Our Most Desperate Hour UEF R 5.00
- Out of NowhereUIN U 7.00
- Owen LarsREB U .75
- PanicUIN U 1.00
- Physical ChokeLIN R 5.00
- Ponda BabaAL U .75
- PopsREB U 1.00
- Presence of the ForceEFF R 6.00
- ProphetsessAL U .75
- Quad Laser CannonSTA U 1.00
- Reactor TerminalEFF U 3.00
- Rebel PlannersEFF R 3.00
- Red LeaderREB R 8.00
- Red 1STA U 1.50
- Red 3STA R 3.00
- Restricted DeploymentEFF U .75
- Return of a JediLIN U .75
- RevolutionEFF R 6.00

- Rycar RyjordEFF U 1.00
- SandcrawlerVEH R 1.50
- SandcrawlerVEH R 1.50
- Send a Detachment Down YEF R 5.00
- SenseUIN U 1.00
- SenseUIN U 1.00
- SkywalkersLIN R 5.00
- Solo HanLIN R 2.50
- Spaceport SpeedersUIN U .75
- Special ModificationsEFF U 1.00
- SundownEFF U 1.00
- Tactical Re-CallUEF R 3.00
- Tagge SeekerWEA R 2.50
- Targeting ComputerDEV U 1.00
- Tarkin SpeakerWEA R 3.00
- Tatooine: CantinaLOC R 3.00
- Tatooine: CantinaLOC R 3.00
- Tatooine: Obi-Wan's Hut LOC R 6.50
- Thank the MakerLIN R 3.00
- This is All Your FaultUIN U .75
- Tonika SistersAL R 6.00
- Trinto DuabaUIN U 1.00
- Turbolaser BatterySTA R 3.00
- Tusken Breath MaskUEF U 1.00
- 2K-3KPRDRO U 1.00

STAR WARS UNLIMITED EDITION PARKER BROTHERS/DECIPIER-1996

Full Set (330 cards)210.00

Starter Dual Deck (60 cards)8.75

Starter Box (12 decks)85.00

Booster Box (36 packs)85.00

Booster Pack (15 cards)3.00

Cards are white-bordered. Single cards are worth 25% to 35% of limited equivalents.

A NEW HOPE EXPANSION DECIPIER-1996

Full Set (162 cards)205.00

Booster Pack (15 cards)3.00

Booster Box (36 packs)100.00

Commons10

Uncommons75

○ Attack RunEEV R 4.00

- GreedoAL R 9.50
- Hren DazonAL R 3.50
- HunchbackAL R 5.00
- HypoDEV R 4.50
- I'm On the LeaderLIN R 4.00
- Imperial HolotableLOC R 4.50
- IT-ODRO R 5.00
- KiffexLOC R 5.00
- Leia SeekerWEA R 2.50
- Let the Wookie WinLIN R 4.00
- Luke's CapeEFF R 5.50
- Magnetic Suction TubeDEV R 2.50
- Magnetic Suction TubeDEV R 2.50
- Maneuver CheckEFF R 2.50
- Motti SeekerWEA R 2.50
- R2-D2DRO R 15.00
- R3-T6DRO R 5.00
- Red 2STA R 7.00
- Red 5STA R 11.00
- Retract the BridgeLIN R 4.50
- Sandcwr: Droid JunkheapLOC R 4.00
- Sandcwr: Loading Bay LOC R 4.00
- Spice Mines of KesselUEF R 4.50
- SuperlaserWEA R 5.00
- SW-4 Ion CannonWEA R 3.50
- Tantive IVSTA R 12.00
- Tatooine: BluffsLOC R 4.50
- They're on DantooineUEF R 4.00
- Trooper Davin FeithIMP R 3.50
- TzuvvtAL R 3.00
- U-3PODRO R 5.00
- Wedge AntillesREB R 14.50
- Wookie RoarLIN R 5.00
- You're All Clear Kid!UIN R 5.00

REVISED A NEW HOPE EXPANSION DECIPIER-1996

Full Set (162 cards)205.00

Booster Pack (8 cards)2.50

Booster Box (30 packs)75.00

Commons10

Uncommons75

Cards are white-bordered. Rare cards are worth 60% value of black-bordered equivalents.

- HOTH EXPANSION DECIPIER-1996**
- Full Set (162 cards)190.00
- Booster Pack (15 cards)3.00
- Booster Box (36 packs)100.00
- Commons10
- Unlisted Uncommons75
- Admiral OzzelIMP R 7.50
 - Anakin's LightsaberWEA R 12.00
 - Artillery RemoteDEV R 3.00
 - Bacta TankEFF R 3.00
 - Blizzard 1VEH R 10.00
 - Blizzard 2VEH R 6.50
 - Blizzard Scout 1VEH R 9.00
 - Captain PiettIMP R 3.50
 - Collapsing CorridorLIN R 3.00
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Nick Locarno

CIVILIAN

Natural leader kicked out of Starfleet Academy after the Nova Squadron accident and cover-up of 2368.

Does not work with affiliation.

Navigation x2 • Computer Skill • Leadership

Youth • Transporter Skill

INTEGRITY CUNNING STRENGTH

DOUBLE TAKES

TROUBLE IN PARIS-DISE

Before Tom Paris (Robert Duncan McNeill) joined the crew of *Voyager*, he was in prison for covering up an accident that killed three Starfleet officers. That wasn't his first but with death in Starfleet. In *Star Trek: TNG*, McNeill played Cadet Nicolas Locarno, leader of Nova Squadron. He convinced the squad to attempt the Kolvoord Starburst, a dangerous maneuver that led to the death of a member of his squad.

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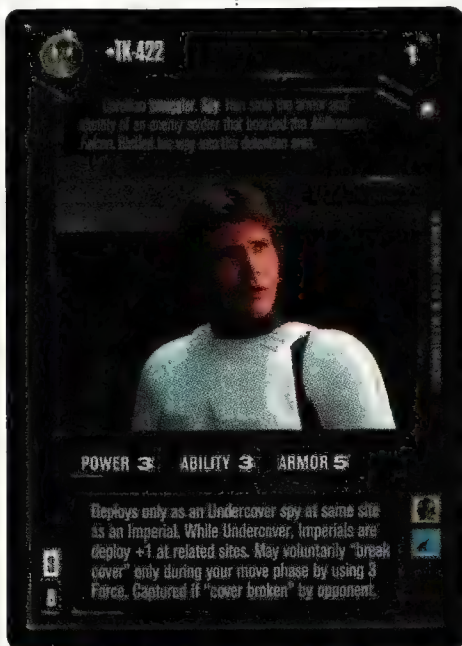
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DOUBLE TAKES

IMPERIAL SMUGGLER
If you think Han Solo looked natural in stormtrooper gear, you aren't far from the truth. Han was originally an officer in the Imperial Navy, but when he defended an imprisoned wookiee from another group of officers, he was discharged. He did, however, gain a friend for life; the wookiee he saved was none other than Chewbacca.

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- AL Alien
- CRE Creature
- DEV Device
- DRO Droid
- EFF Effect
- IMP Imperial
- LIN Lost Interrupt
- LOC Location
- OBJ Objective
- REB Rebel
- STA Starship
- UEF Utinni Effect
- UIN Used Interrupt
- VEH Vehicle
- WEA Weapon

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Jayomdao Tornado	ART	R	****	1	LU.R.4th,5th
Jester's Cap	ART	R	****	2	IA,5th
Jet Meditation	ART	R	***	1	TM
Jinxed Idol	ART	R	**	1	TM
Jinxed Ring	ART	R	**	2	SH
Jhoira's Toolbox	AC	U	***	1	UL
Joven's Tools	ART	R	***	1	HL,5th
Karn, Silver Golem	AC	R	****	2	UZ
Library of Long	ART	U	***	1	LU.R,4th,5th
Lifelink	ART	R	***	1	UZ
Lotus Blossom	ART	R	***	1	UZ
Lotus Petal	ART	C	***	1	TM
Magnetic Web	ART	R	**	1	TM
Mana Vault	ART	R	***	1	LU.R.4th,5th
Manak	AC	C	***	1	TM
Medicine Bag	ART	U	***	1	EX
Meekstone	ART	R	***	1	LU.R.4th,5th
Memory Crystal	ART	R	**	1	EX
Memory Jar	ART	R	***	1	UL
Metallic Silver	AC	C	***	1	TM
Metronome	ART	R	***	1	UZ
Milstone	ART	U	***	1	AQ.R.4th,5th
Mindless Automaton	AC	R	***	1	EX
Mishra's Helm	ART	R	***	1	UZ
Mobile Fort	AC	U	***	1	UZ
Mogg Cannon	ART	U	***	1	TM
Max Diamond	ART	R	***	1	SH
Moxmillar's Disk	ART	R	***	1	LU.R.4th,5th
Noctic Scales	ART	R	**	1	UZ
Null Brooch	ART	R	***	1	EX
Oneshot of Unding	ART	R	**	1	AQ,CH,5th
Ornithopter	AC	U	***	1	AQ.R.4th,5th
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Phyrexian Colossus	AC	R	***	1	UZ
Phyrexian Grimoire	ART	R	***	1	TM
Phyrexian Hulk	AC	U	**	1	TM
Phyrexian Processor	ART	R	***	1	UZ

STUMPERS

by Colin Jackson



B I cast a Ring Of Gix on my last turn, and now it's my upkeep. Can I use the Ring Of Gix even if I'm not going to pay its echo cost?

A This month's stumpers come to us from the Seattle pre-release tourney. Now, under Fifth Edition rules: **No. It's considered to be a permanent with a "pending phase cost."** However, under Sixth Edition rules, you're free to use the Ring because the "phase cost" rule has been removed.

NAME	KIND	CR	RATING	COST	SETS FOUND
Phyrexian Splicer	ART	U	***	1	TM
Pit Trap	ART	U	***	1	UZ
Portcullis	ART	R	***	1	SH
Primal Clay	AC	U	***	1	AQ.R.4th,5th
Puppet Strings	ART	U	***	1	TM
Purging Scythe	ART	R	**	1	UZ
Quicksilver Amulet	ART	R	***	1	UL
Ring of Gix	ART	R	***	1	UL
Rod of Ruin	ART	U	***	1	LU.R.4th,5th
Ruby Meditation	ART	R	**	1	TM
Sapphire Meditation	ART	R	**	1	TM
Scalding Tongues	ART	R	**	1	TM
Serpent's Head	ART	R	**	1	UL
Scroll Rack	ART	R	***	1	TM
Serpent Generator	ART	R	***	1	LG,CH,5th
Shapeshifter	AC	U	***	1	AQ,4th,5th
Shifting Wall	AC	U	***	1	SH
Skull Catacomb	ART	U	**	1	IA,5th
Skyscraper	ART	U	**	1	EX
Smokestack	ART	U	**	1	UZ
Soul Net	ART	U	**	1	LU.R.4th,5th
Spellbook	ART	U	**	1	EX
Sphere of Resistance	ART	R	**	1	EX
Squab's Toy	ART	C	**	1	TM

NAME	KIND	CR	RATING	COST	SETS FOUND
Static Orb	ART	R	***	1	TM
Sword of the Chosen	ART	R	**	1	SH
Tavnos's Weaponry	ART	U	***	1	AQ,4th,5th
Tellothopter	AC	U	**	1	TM
Temporal Aperture	AC	R	**	1	UZ
Thran Lens	AC	R	**	1	UL
Thran War Machine	AC	U	***	1	UL
Thran Weaponry	ART	R	**	1	UL
Thran Turbine	ART	U	**	1	UZ
Throne of Bone	ART	U	**	1	LU.R.4th,5th
Thumbcrawlers	ART	R	**	1	TM
Ticking Gnomes	AC	U	**	1	UL
Time Bomb	ART	R	**	1	IA, 5th
Torture Chamber	ART	R	**	1	TM
Transmuting Lcid	AC	U	**	1	EX
Umibilicus	ART	R	**	1	UZ
Urza's Armor	ART	U	**	1	UZ
Urza's Avenger	AC	R	**	1	AQ,4th,5th
Urza's Basilisk	ART	U	**	1	IA,5th
Urza's Blinkout	ART	R	**	1	UL
Urza's Laboratory	ART	R	**	1	SH
Voltaic Key	ART	U	**	1	UZ
Wall of Junk	AC	U	**	1	UZ
Wheel of Spoars	AC	C	**	1	AQ,4th,5th
Watchdog	AC	U	**	1	TM
Wheel of Torture	ART	R	**	1	UL
Whetstone	ART	R	**	1	UZ
Winder Orb	ART	R	**	1	LU.R.4th,5th
Wirecat	AC	U	**	1	UZ
Wooden Sphere	ART	U	**	1	LU.R.4th,5th
Workhorse	AC	R	**	1	EX
Worn Powerstone	ART	U	**	1	UZ

BLACK

Abandon Hope	SQR	U	**	1	TM
Abyssal Horror	SC	R	**	1	UZ
Abyssal Specter	SC	U	**	1	IA, 5th
Animate Dead	EN	U	**	1	LU.R.4th,5th
Ashes to Ashes	SQR	U	**	1	DK,4th,5th
Bald Moon	EN	R	***	1	LU.R.4th,5th
Befool	SQR	C	**	1	UZ
Belowing Fiend	SC	R	**	1	TM
Bereavement	EN	U	**	1	UZ

MAGIC SET ABBREVIATIONS

AI Alliances	DK The Dark	HL Homelands	MG Mirage	UL Unlimited
AQ Antiquities	EX Exodus	IA Ice Age	PR Promo	UZ Urza's Legacy
AN Arabian Nights	FE Fallen Empires	L Limited	R Revised	UZ Urza's Saga
B Beta Limited	5th Fifth Edition	(Alpha & Beta)	SH Stronghold	VS Visions
CH Chronicles	4th Fourth Edition	LG Legends	TM Tempest	WL Weatherlight

MAGIC

The Gathering®

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Black Knight	SC	U	***	●●●	L,U,R.4th,5th
Protection from white. First strike 2/2.					
Blight	EN	U	●●	●●	LG.4th,5th
If target land is tapped, destroy it at end of turn.					
Blood Pet	SC	C	**	●●	TM
Sacrifice Blood Pet. Add ●● to your mana pool. 1/1					
Blood Vessel	SC	C	**	●●	UZ
Sacrifice Vessel. Add ●● to your mana pool. 2/2.					
Boj Imp	SC	C	**	●●	DK.4th,5th
Flying. 1/1. You won't find clever quips like this one in <i>Quipster</i> or <i>Sarys</i> .					
Boj Raiders	SC	C	**	●●	UZ
Swampwalk. 2/2.					
Bog Rats	SC	C	**	●●	DK,CH.5th
Cannot be blocked by walls. 1/1.					
Bog Wraith	SC	U	●●	●●	L,U,R.4th,5th
Swampwalk. 3/3. Quip is one of 11 four-letter Q-words. Quiz is not one of them.					
Bone Shredder	SC	U	●●	●●	UL
Flying. When Shredder comes into play, destroy target nonartifact, nonblack creature. 1/1.					
Bottomless Pit	EN	U	●●	●●	SH
During each player's upkeep, that player discards a card at random.					
Bounty Hunter	SC	R	***	●●●	TM
Put a bounty counter on target nonblack creature. Destroy target creature with any bounty counters on it. 2/2.					
Breach	INS	C	**	●●	UZ
Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.					
Breeding Pit	EN	U	●●	●●	FE.5th
Put a 0/1 Thrull token in play at the end of each of your turns. Play ●●● during upkeep or busy Breeding Pit.					
Brink of Madness	EN	R	***	●●●	UL
During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.					
Broken Visage	INS	R	**	●●	HL.5th
Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.					
Brush with Death	SOR	C	**	●●	SH
Buyback ●●●. Target opponent loses 2 life. You gain 2 life.					
Canthalia Field	SC	C	**	●●	UZ
When Field comes into play, play of your opponents discards a card. 2/1					
Cannibalize	SOR	C	**	●●	SH
Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.					
Carnophage	SC	C	**	●●	EX
During your upkeep, pay 1 life or tap Carnophage. 2/2.					
Carrian Ants	SC	U	●●	●●	LG.4th,5th
+1/+1 until end of turn. 0/1.					
Carrian Beetles	SC	C	**	●●	UZ
Remove from the game up to three target cards in one graveyard. 1/1.					

KILLER COMBOS

Carriette
SC R ** ●●●

During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the Heart, search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterward.

Dauthi Slayer
SC C ** ●●●

You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.

REINS OF HEART
We don't think it's too much to ask for three creatures into play so he can be stomped by Defense of the Heart, but he won't always agree. No matter—with Reins of Power you can let him borrow three of your creatures, and load up on *Multani's* and *Polar Krakens's* to your little old Heart's delight.

Carriette	SC	R	**	●●●	TM
Remove Carriette and target creature from the game that creature's controller may pay ●● to counter this ability. Use this ability only if Carriette is in your graveyard. 1/1.					
Cat Burglar	SC	C	**	●●	EX
Target player discards a card. Play this ability as a sorcery. 2/2.					
Cloak of Confusion	EC	C	**	●●	IA.5th
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.					
Clot Sliver	SC	C	**	●●	TM
Each Sliver gains: Regenerate this creature. 1/1.					
Coercion	SOR	C	***	●●●	YS, TM
Look at target opponent's hand and make him discard a card of your choice.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Coffin Queen	SC	R	***	●●●	TM
You may leave Queen tapped. Put target creature from any graveyard into play under your control. Remove creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. 1/1.					
Commander Greyen if-Voc	SL	R	***	●●●●	TM
When Commander Greyen if-Voc comes into play, sacrifice a creature. Greyen cannot be blocked except by artifact creatures and black creatures. 7/5.					
Contamination	EN	R	**	●●	UZ
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana it produces ●● instead of its normal type and amount.					
Corpse Dance	INS	R	***	●●●	TM
Buyback ●● Put top creature from your graveyard into play. Creature is unaffected by summoning sickness this turn and is removed from the game at end of turn.					
Corrupt	SOR	C	**	●●	UZ
Corrupt deals 1 damage to target creature or player for each swamp you control. You gain life equal to the damage dealt.					
Corrupting Lizard	SC	U	●●	●●	SH
●●: Corrupting Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lizard onto target creature. You may pay ●● to end this effect. 2/2.					
Crazed Skirge	SC	U	●●	●●	UZ
Flying. Unaffected by summoning sickness. 2/2.					
Crovax the Cursed	SL	R	***	●●●●	SH
Counts as a Vampire. Comes into play with four +1/+1 counters. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. Crovax gains flying until end of turn. 0/0.					
Culling the Weak	MS	C	**	●●	EX
Sacrifice a creature. Add ●●● to your mana pool.					
Cursed Flesh	EC	C	**	●●	EX
Creatures gets -1/-1 and can only be blocked by artifact and black creatures.					
Cursed Land	EL	U	●●	●●	L,U,R.4th,5th
Do 1 damage to controller of target land during upkeep.					
Dark Banishing	INS	C	**	●●	IA,MG,TM
Bury target non-black creature.					
Dark Hatching	SC	R	***	●●●	UZ
Flying. When Hatching comes into play, bury target nonblack creature. 3/3.					
Dark Ritual	MS	C	**	●●	L,U,R.4th,IA,MG,5th,TM
Add ●●● to your mana pool.					
Darkest Hour	EN	R	**	●●	UZ
All creatures are black.					
Darkling Stalker	SC	C	**	●●	TM
Regenerate Stalker. Stalker gets +1/+1 until end of turn. 1/1.					
Dauthi Carthroot	SC	U	●●	●●	EX
Destroy target creature with shadow. 1/1					
Dauthi Embraze	EN	U	●●	●●	TM
Target creature gains shadow until end of turn.					
Dauthi Ghoul	SC	C	**	●●	TM
Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Dauthi Ghoul. 1/1.					
Dauthi Horror	SC	C	**	●●	TM
Shadow. Dauthi Horror cannot be blocked by white creatures. 2/1.					
Dauthi Jaecal	SC	C	**	●●	EX
Shadow. Sacrifice Jaecal. Destroy target blocking creature. 2/1.					
Dauthi Marauder	SC	C	**	●●	TM
Shadow. 3/1.					
Dauthi Mercenary	SC	U	●●	●●	TM
Shadow. Dauthi Mercenary gets +1/+0 until end of turn. 2/1.					
Dauthi Mindripper	SC	U	●●	●●	TM
Shadow. Sacrifice Dauthi Mindripper. Defending player chooses and discards three cards. Use only when Mindripper is attacking and unblocked. 2/1					

NAME	KIND	CR	RATING	COST	SETS FOUND
Dereler	SC	R	***	●●●	FE.5th
Your black spells cost an additional ● 4/4.					
Dependency	EC	C	**	●●	UZ
Enchanted Creature gets -2/-0. When Dependency is put into a graveyard from play return it to owner's hand.					
Diabolic Edict	INS	C	***	●●●	TM
Target player sacrifices a creature.					
Diabolic Servitude	EN	U	●●	●●	UZ
When Servitude comes into play, choose target creature in your graveyard and put it into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Servitude to owner's hand. When Servitude leaves play, remove the chosen creature from the game.					
Discordant Dirge	EN	R	**	●●	UZ
During your upkeep, you may put a verse counter on Discordant Dirge. Sacrifice Dirge. Look at target opponent's hand and choose and discard up to X of those cards, where X is the number of verse counters on Dirge.					
Disturbed Burial	SOR	C	***	●●●	TM
Buyback ●● Return target creature from your graveyard to your hand.					
Drain Life	SOR	C	***	●●●	L,U,R.4th,5th
Do 1 damage to target for each ●● spent above casting cost. Gain 1 life for each damage dealt. You cannot gain more life than target's current toughness.					
Dread of Night	EN	U	●●	●●	TM
All white creatures get -1/-1.					
Dregs of Sorrow	SOR	R	***	●●●	TM
Destroy X target nonblack creatures. Draw X cards.					
Dredge Skeletons	SC	C	**	●●	L,R.4th,5th
Regenerates. 1/1.					
Dungeon Shade	SC	C	**	●●	SH
Flying. Dungeon Shade gets +1/+1 until end of turn. 1/1.					
Duress	SOR	C	**	●●	UZ
Look at target opponent's hand and discard a noncreature, nonland card there.					
Eastern Paladin	SC	R	***	●●●	UZ
●●●: Destroy target green creature. 3/3.					
Endless Scream	EC	C	**	●●	TM
Enchanted creature gets +X/+0.					
Entombment	EC	C	**	●●	MG,TM
Enchanted creature gets -2/-2.					
Engineered Plague	EN	U	●●	●●	UL
When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.					
Entropic Specter	SC	R	**	●●	EX
Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card. 1/1.					
Erg Raiders	SC	C	**	●●	AN,R.4th,5th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.					
Evil Eye of Orms-by-Sore	SC	U	●●	●●	LG.5th
Your creatures may not attack, except for Evil Eyes. May only be blocked by walls. 3/6.					
Evil Presence	EL	U	●●	●●	L,U,R.4th,5th
Target lands now is a basic swamp.					
Evincar's Justice	SOR	C	**	●●	TM
Buyback ●● Evincar's Justice deals 2 damage to each creature and player.					
Eviscerator	SC	R	***	●●●	UL
Protection from white. When Eviscerator comes into play, lose 5 life. 5/6.					
Exhume	SOR	C	**	●●	UZ
Each player chooses a creature card in his or her graveyard and puts it into play.					
Expunge	INS	C	***	●●●	UZ
Bury target nonartifact, nonblack creature. Cycling.					
Extinction	SOR	R	**	●●	TM
Destroy all creatures of any creature type of your choice.					
Fallen Angel	SC	U	●●	●●	LG,CH.5th
Sacrifice a creature. Fallen Angel gains +2/+1 until end of turn. 3/3.					
Fear	EC	C	**	●●	L,R.4th,IA,5th
Only black or artifact creatures may block target creature.					
Fevered Convulsions	EN	R	**	●●	TM
Put a 1/-1 counter on target creature.					
Flesh Reaver	SC	U	●●	●●	UZ
Whenever Reaver successfully deals damage to a creature or opponent, Reaver deals an equal amount of damage to you. 4/4.					
Fog of Gnats	SC	C	**	●●	UL
Flying. Regenerates Fog of Gnats. 1/1.					
Foul Imp	SC	C	**	●●	SH
Flying. When Foul Imp comes into play, lose 2 life. 2/2.					
Frozen Shade	SC	C	**	●●	L,R.4th,5th
-1/+1 until end of turn. 0/1.					
Fugue	SOR	U	●●	●●	EX
Target player chooses and discards three cards.					
Funeral March	EC	C	**	●●	HL.5th
When target creature leaves play, that creature's controller must sacrifice a creature. Ignore this effect if he controls no other creatures.					
Giant Cockroach	SC	C	**	●●	UL
4/2.					
Gloom	EN	U	●●	●●	L,U,R.4th,5th
White spells and white enchantment costs now require an extra ●.					
Gravecrawler	SC	C	**	●●	TM
When Gravecrawler comes into play, you may return target creature card from your graveyard to your hand. 2/2.					
Grave Pact	EN	R	***	●●●	SH
Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.					
Greater Werewolf	SC	C	**	●●	HL.5th
After combat, put a 0/-2 counter on all creatures that blocked werewolf. 2/4.					
Grubjub	SC	C	**	●●	EX
For each 1 damage dealt to Grubjub, each opponent gains 1 life. 3/3.					
Hatred	INS	R	**	●●	EX
Pay X life: Target creature gets +X/+0 until end of turn.					
Hecatomb	EN	R	***	●●●	IA.5th
Sacrifice four creatures when Hecatomb comes into play. Tap a swamp you control to have Hecatomb deal 1 damage to any target.					
Hollow Dogs	SC	C	**	●●	UZ
Whenever Dogs attacks, it gets +2/+0 until end of turn. 3/3.					
Howl from Beyond	INS	C	**	●●	L,U,R.4th,IA,5th
Return two target creature cards +X/+0 until end of turn.					
Ill-Gotten Gains	SOR	R	***	●●●	UZ
Remove Ill-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand.					

MAGIC FACT

Rebirth is the only green ante card, while Tempest Ereet is the only red ante card. Blue and white have none.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature
 AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
 CR Current Rarity EL Enchant Land INS Instant MS Mana Source SOR Sorcery

Table with columns: NAME, KIND, CR, RATING, COST, SETS FOUND. Includes cards like Whirlwind, Wild Dogs, Wild Growth, Winding Wurm, Wing Snare, Winter Blast, Winter's Grasp, Wolverine Pack, Wood Elves, Wyllow Wolf, Yavimaya Branger, Yavimaya Seion, Yavimaya Wurm.

Table with columns: NAME, KIND, CR, RATING, COST, SETS FOUND. Includes cards like Crater Hollon, Craven Giant, Crimson Manticores, Crown of Flames, Deadshot, Destructive Urge, Debonator, Defender of Chaos, Disintegrate, Disorder, Dizzying Gaze, Dromosaur.

Table with columns: NAME, KIND, CR, RATING, COST, SETS FOUND. Includes cards like Fire Ants, Fire Drake, Fireball, Firebreathing, Firefly, Firestinger, Flame Spirit, Flame Walls, Flare, Flashfires, Fling, Flowstone Blade, Flowstone Flood, Flowstone Guardian, Flowstone Hellion, Flowstone Mauler, Flowstone Salamander, Flowstone Shambler, Flowstone Wyvern, Furnace Brood, Furnace of Rath, Furnace Spirit, Gambler, Game of Chaos, Ghira Fire-Eater, Ghitu Singer, Ghitu War Cry, Giant Strength, Goblin Bombardment, Goblin Cadets, Goblin Digging Team, Goblin Hero, Goblin King, Goblin Lackey, Goblin Matron, Goblin Medics, Goblin Offensive, Goblin Patrol, Goblin Raider, Goblin Spectators, Goblin War Buggy, Goblin War Drums, Goblin Warriors, Goblin Welder, Granite Grip, Gums, Hand to Hand, Haroc, Heading Rush, Heart Silver.

RED

- About Face: Switch target creature's power and toughness until end of turn.
Acidic Soil: Acidic Soil deals 1 damage to each player for each land he controls.
Aftershock: Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.
Ambush Party: First strike. May attack the turn it comes into play on your side.
Ancestral Recall: Discard a card at random. Put a +1/-1 counter on target creature.
Ancient Runes: During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.
Antagonism: During each player's discard phase, Antagonism deals 2 damage to that player unless one of his opponents was successfully dealt damage that turn.
Apocalypse: Remove all permanents from the game. Discard your hand.
Arc Lightning: Arc Lightning deals 3 damage divided as you choose among any number of target creatures and/or players.
Atog: Sacrifice an artifact +2/+2, 1/2.
Avalanche Riders: Echo. Avalanche Riders is unaffected by summoning sickness. When Riders comes into play, destroy target land 2/2.
Ball Lightning: Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play 3/1.
Barbed Silver: Each Silver gains +1/-0 until end of turn.
Bedlam: Creatures cannot block.
Bird Maiden: Flying 1/2.
Blood Frenzy: Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.
Blood Lust: Target creature gets +4/+4. Its toughness cannot go below 1.
Boil: Destroy all Islands.
Braid: Gain control of all permanents you own. Cycling.
Brassclaw Gons: Cannot be assigned to block creatures of power greater than 1. 3/2.
Bravado: Enchanted creature gets +1/+1 for each other creature you control.
Brothers of Fire: Do 1 damage to any target and 1 damage to you. 2/2.
Brute, The: Target creature gains +1/+0. Regenerates.
Bulwark: During your upkeep, Bulwark deals 1 damage to target opponent for each card in your hand greater than the number of cards in that player's hand.
Canyon Drake: Flying. Discard a card at random. Drake gets +2/+0 until end of turn. 1/2.
Canyon Wildcat: Mountainwalk 2/1.
Cave People: People get +1/2 until end of turn when they are attacking. Give target creature Mountainwalk until end of turn. 1/4.
Chaotic Goo: Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0.
Cinder Crawler: Cincer Crawler gets +1/+0 until end of turn. Play this ability only if Cinder Crawler is blocked. 1/2.
Conqueror: Take control of target land.
Convulsing Lich: Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Lich onto target creature. You may pay to end this effect 2/2.

STUMPERS



Q: I have a Planar Collapse, and there are four creatures in play. My opponent summons one of his creatures in response to the upkeep ability. Does Collapse still go off?
A: No. Planar Collapse checks how many creatures are in play only during the resolution of its upkeep ability. If there aren't enough creatures in play when the ability resolves, the Collapse stays in play and nothing happens.

- Duet Crawler: Target creature cannot block. Duet Crawler this turn 1/1.
Dwarven Catapult: Do X damage, divided evenly among all of opponent's creatures.
Dwarven Soldier: If Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.
Dwarven Warriors: Target creature of power no greater than 2 becomes unblockable. 1/1.
Earthquake: Do X damage to all players and non-flying creatures in play.
Electrify: Whenever Electrify successfully deals combat damage to defending player, Electrify deals damage equal to its power to each blocking creature 3/3.
Emerging Lich: Lich loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. You may pay to end this effect. 1/1.
Entrany: Target creature gets -3/-0. No other creatures can attack this turn if target creature attacks.
Eternal Warrior: Target creature does not tap to attack.
Feller: Creatures without flying cannot block this turn.
Fanning the Flames: Buyback. Do X damage to target creature or player.
Fault Line: Fault Line deals X damage to each creature without flying and each player.
Fiery Mantle: Enchanted creature gets +1/+0 until end of turn.
Fighting Chance: For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn.

- Furnace Spirit: Furnace Spirit gets +1/+0 until end of turn. 2/3.
Flame Walls: Do 4 damage to target player and each creature he or she controls.
Flare: Flare deals 1 damage to any target. Catnip.
Flashfires: Destroy all plains in play.
Fling: Sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to target creature or player.
Flowstone Blade: Enchanted creature gets +1/-1 until end of turn.
Flowstone Flood: Buyback—Pay 3 life. Discard a card at random. Destroy target land.
Flowstone Guardian: Flowstone Guardian gets +2/2 until end of turn. 3/3.
Flowstone Hellion: Flowstone Hellion is unaffected by summoning sickness. Flowstone Hellion gets +1/-1 until end of turn. 3/3.
Flowstone Mauler: Trample. Flowstone Mauler gets +1/-1 until end of turn. 4/5.
Flowstone Salamander: Salamander deals 1 damage to target creature blocking it. 3/4.
Flowstone Shambler: Flowstone Shambler gets +1/1 until end of turn. 2/2.
Flowstone Wyvern: Flying. Flowstone Wyvern gets +2/-2 until end of turn. 3/3.
Furnace Brood: Target creature cannot be regenerated this turn. 3/3.
Furnace of Rath: Do 6 of damage assigned to any creature or player.
Furnace Spirit: Furnace Spirit gets +1/+0 until end of turn. 1/1.
Gambler: Search your library for a card and put it in your hand. Discard a card at random.
Game of Chaos: Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.
Ghira Fire-Eater: Sacrifices Fire Eater deals damage equal to its power to target creature or player. 2/2.
Ghitu Singer: Echo. When Singer comes into play, it deals 2 damage to target creature or player. 2/2.
Ghitu War Cry: Make target creature +1/+0 until end of turn.
Giant Strength: Make target creature +2/+2.
Goblin Bombardment: Sacrifice a creature; bombardment deals 1 damage to target creature or player.
Goblin Cadets: Whenever Cadets blocks or becomes blocked, opponent gains control of it. 2/1.
Goblin Digging Team: Sacrifices Digging Team to destroy target wall. 1/1.
Goblin Hero: Al Goblins gain Mountainwalk and +1/+1. 2/2.
Goblin King: Whenever Lackey successfully damages a player, you may choose a Goblin card in your hand and put it into play 1/1.
Goblin Lackey: When Goblin Matron comes into play, you may search your library for a Goblin card. If you do, reveal that card and put it into your hand. 1/1.
Goblin Medics: Whenever Medics becomes tapped, it deals 1 damage to target creature or player. 1/1.
Goblin Offensive: Put X 1/1 red Goblins into play.
Goblin Patrol: Echo. 2/1.
Goblin Raider: Cannot block 2/2.
Goblin Spectators: Mountainwalk 2/2.
Goblin War Buggy: Echo. War Buggy is unaffected by summoning sickness. 2/2.
Goblin War Drums: Each attacker you control may not be blocked with less than two creatures.
Goblin Warriors: Sacrifices two Goblins to put three 1/1 red Goblins into play.
Goblin Welder: Exchange target artifact a player controls for target artifact card in that player's graveyard. 1/1.
Granite Grip: Enchanted creature gets +1/+0 for each mountain you control.
Gums: Protection from blue. 2/2.
Hand to Hand: Islands and abilities requiring activation cost cannot be played during combat.
Haroc: Whenever target opponent casts a white spell, he or she loses 2 life.
Heading Rush: A attacking creatures gain first strike until end of turn.
Heart Silver: All Silvers are unaffected by summoning sickness. 1/1.

MAGIC

The Gathering

Players Guide

NAME KIND CR RATING COST SETS FOUND

Heat of Battle	EN	U	..	●●	SH	Whenever any creature blocks, heat deals 1 damage to that creature's controller.
Heat Ray	INS	C	...	●●●	Uz	Heat Ray deals X damage to target creature.
High Giant	SC	C	...	●●●	LUR,4th,5th	High Giant gets +1/+1 until end of turn.
Horcan Minotaur	SC	C	...	●●●	LUR,4th,5th	Horcan Minotaur gets +1/+1 until end of turn.
Impeding Disaster	EN	R	..	●●	UL	During your upkeep, if there are seven or more lands in play, sacrifice Impeding Disaster and destroy all lands.
Imposing Visage	EC	C	...	●●	IA,5th	Target creature cannot be blocked by less than 2 creatures.
Incarinate	INS	C	●●●●	IA,MC,5th	Do 3 damage to any target. Creatures may not regenerate.
Inferno	INS	R	..	●●●	DK,4th,5th	Do 5 damage to all players and all creatures.
Invasion Plans	EN	R	..	●●	SH	Each creature blocks whenever able. Attacking player chooses how creatures block.
Irenclaw Curse	EC	R	..	●●	HL,5th	Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.
Ironclaw Orcs	SC	C	...	●●	LUR,4th,5th	May only block creatures of power equaling 1 or less.
Jackal Pup	SC	U	...	●●	TM	For each 1 damage dealt to Jackal Pup, it deals 1 damage to you.
Jagged Lightning	SDR	J	..	●●	JZ	Lightning deals 3 damage to target creature and 3 damage to another creature.
Jokulhaups	SDR	R	...	●●●	IA,5th	Bury all artifacts, creatures, and auras.
Keeper of the Flame	SC	L	..	●●	EX	Keeper of the Flame deals 2 damage to target opponent. Play this ability only if that opponent has more life than you.
Keldon Warlord	SC	U	..	●●●	LUR,4th,5th	is the number of non-wall creatures in play on your side.
Kindle	INS	C	...	●●	TM	Kindle deals X damage to target creature or player an amount of damage equal to 2 plus the number of kindle cards in all graveyards.
Last-Ditch Effort	INS	J	..	●●	UL	Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player.
Lava Axe	SDR	C	...	●●	UL	Lava Axe deals 5 damage to target player.
Lay Waste	SDR	C	...	●●	UZ	Destroy target land.
Lightning Blast	INS	C	...	●●	TM	Lightning Blast deals 4 damage to target creature or player.
Lightning Dragon	SC	R	..	●●●	LZ	Flying echo.
Lightning Elemental	SC	C	...	●●●	TM	Lightning Elemental is unaffected by summoning sickness.
Lowland Giant	SC	C	...	●●	TM	4/3.
Mage II-Vec	SC	C	...	●●	EX	Discard a card at random. Mage II-Vec deals 1 damage to target creature or player.
Magmasaur	SC	R	..	●●●	TM	Magmasaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player.
Mana Clash	SDR	R	..	●●	DK,4th,5th	Choose a player. You both flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads.
Mana Flare	EN	R	..	●●	LUR,4th,5th	Each and produces an extra mana of its normal type.
Manorbars	EN	R	..	●●	LUR,4th,5th	Do 1 damage to controller whenever he draws mana from any land.
Maniacal Rage	EC	C	...	●●	EX	Enchanted creature gets +2/+2 and cannot block.
Midnight	SDR	U	...	●●	UZ	Destroy each artifact with total casting cost X or less.
Mob Justice	SC	C	...	●●	SH	Mob Justice deals 1 damage to target player for each creature you control.
Mogg Assassin	SC	U	...	●●	EX	Flip a coin. If you win the flip, destroy target creature an opponent's. Otherwise, destroy target creature of that opponent's choice.
Mogg Bombers	SC	C	...	●●	SH	If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player.
Mogg Conscripts	SC	C	...	●●	TM	Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn.
Mogg Fanatic	SC	C	...	●●	TM	Sacrifice Fanatic. Fanatic deals 1 damage to target creature or player.
Mogg Funnies	SC	C	...	●●	SH	Mogg Funnies cannot attack or block during a turn in which no other creature you control attacks or blocks.
Mogg Infestation	SDR	R	..	●●●	SH	Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. These tokens are 1/1 red creatures.
Mogg Maniac	SC	U	...	●●	SH	Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent.

NAME KIND CR RATING COST SETS FOUND

Mogg Raider	SC	C	...	●●	TM	Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.
Mogg Squad	SC	U	...	●●	TM	Mogg Squad gets -1/-1 for each other creature in play.
Molten Hydra	SC	R	..	●●	UL	Put a +1/+1 counter on Hydra. Remove all +1/+1 counters from Hydra. Hydra deals 1 damage to target creature or player for each +1/+1 counter removed this way.
Mons' Goblin Raiders	SC	C	...	●●	LUR,4th,5th	1/1.
Monstrous Hound	SC	R	..	●●	EX	Cannot attack unless you control more lands than defending player. Cannot block unless you control more lands than attacking player.
Mountain Goat	SC	C	...	●●	IA,5th	Mountainwalk 1/1.
No Quarter	EN	R	..	●●	TM	Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.
Orb of Mages	EN	R	..	●●	EX	During each player's upkeep, if that player has less life than target opponent, he or she may have Death deal 1 damage to that opponent.
Ogre Shaman	SC	R	..	●●●	EX	Discard a card at random. Deal 2 damage to target creature or player.
Okk	SC	R	..	●●	UZ	Okk cannot attack unless a creature with greater power also attacks. Okk cannot block unless a creature with greater power as so blocks.
Onslaught	EN	C	...	●●	EX	Whenever you successfully cast a creature spell, tap target creatures.

NAME KIND CR RATING COST SETS FOUND

Pyromancy	EN	R	..	●●●	UL	Discard a card at random. Pyromancy deals X damage to target creature or player equal to the total casting cost of the discarded card.
Pyrotechnics	SDR	U	...	●●	L6,4th,5th	Do 4 damage divided any way among any number of targets.
Rack and Rain	INS	U	...	●●	UL	Destroy two target artifacts.
Raging Goblin	SC	C	...	●●	EX	Raging Goblin is unaffected by summoning sickness.
Pain of Silt	SDR	U	...	●●	UZ	Destroy two target auras.
Rathi Dragon	SC	R	...	●●●	TM	Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon.
Ravenous Baboon	SC	R	..	●●	EX	When Baboons comes into play, destroy target nonbasic land.
Raze	SDR	C	...	●●	UZ	At the time you play Raze, sacrifice a land. Destroy target auras.
Rockless Ogre	SC	C	...	●●	EX	If Ogre attacks and no other creatures do, it gets +3/+0 until end of turn.
Reflexes	EC	C	...	●●	UZ	Enchanted creature gains first strike.
Renegade Warlord	SC	U	...	●●	TM	First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn.
Retromancer	SC	C	...	●●	UZ	Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller.

KILLER COMBOS

Enchanted Creature
During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature.
When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand.

Slow Motion
Creatures and lands target opponent controls do not untap during his or her next untap phase.
The mage felt as though he'd been in the state still for days. Upon his return, he found it was months.

Blue isn't the best when it comes to creature-elimination, but by slowing things down you can convince your opponent's tired creatures to retire. Tack a Slow Motion on an offending beastie and then cast Exhaustion when your opponent is low on mana. And uh, well, that's it. Next combo...

Opportunist	SC	U	...	●●	TM	Opportunist deals 1 damage to target creature that was damaged this turn.
Orcish Artillery	SC	U	...	●●	LUR,4th,5th	Does 2 damage to any target and 3 damage to you.
Orcish Captain	SC	U	...	●●	FE,5th	Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2.
Orcish Conscripts	SC	C	...	●●	IA,5th	Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block.
Orcish Farmer	SC	C	...	●●	IA,5th	Turn target and into a swamp until its controller's next untap.
Orcish Oriflamme	EN	U	...	●●	LUR,4th,5th	All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as 5.
Orcish Squatters	SC	R	..	●●	IA,5th	If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player.
Oryg	SC	R	..	●●	FE,5th	Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2.
Outmaneuver	INS	U	...	●●	UZ	X target blocked creature deal combat damage to defending player instead of to blocking creatures this turn.
Pallidum	SC	R	..	●●	TM	is equal to the number of tapped lands target opponent controls.
Pandemonium	EN	R	..	●●	EX	Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.
Panic	INS	C	...	●●	IA,5th	Target may not block.
Parch	INS	C	...	●●	UL	Choose one—Parch deals 2 damage to target creature or player, or Parch deals 4 damage to target blue creature.
Paroxysm	EC	U	...	●●	EX	During the upkeep of enchanted creature's controller, reveal the top card of that player's library. If that card is a land, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn.
Price of Progress	INS	U	...	●●	EX	Deal 2 damage to each player for each nonbasic land he or she controls.
Primordial Ooze	SC	U	...	●●	L6,CB,5th	Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay per counter or Ooze deals 1 damage to you per counter and taps.
Pygmy Pyrosaur	SC	C	...	●●	UL	Cannot block.
Pyroblast	INS	C	...	●●	IA,5th	Counter target spell or destroy target permanent if it is blue.

Rivuly	EN	R	..	●●	UL	During each player's upkeep, if that player controls more lands than any other, Rivuly deals 2 damage to him or her.
Rolling Thunder	SDR	C	...	●●	TM	Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.
Ruination	SDR	R	...	●●	SH	Destroy all nonbasic lands.
Rumbling Crescendo	EN	R	..	●●	UZ	During your upkeep, you may put a counter on Crescendo. Sacrifices: Destroy up to X target lands, where X is the number of counters on Crescendo.
Sabertooth Tiger	SC	C	...	●●	IA,5th	First strike.
Sabertooth Wyvern	SC	U	...	●●	EX	Flying, first strike.
Sandstone Warrior	SC	C	...	●●	TM	First strike.
Scald	EN	U	...	●●	UZ	Whenever a player taps an island for mana, Scald deals 1 damage to him.
Scalding Salamander	SC	U	...	●●	EX	Scalding Salamander deals 1 damage to each creature without flying during player's controls. Play this ability only if Scalding Salamander is attacking and only once each turn.
Scorched Earth	SDR	R	..	●●	TM	Choose and discard X land cards. Destroy X target lands.
Scoria Wurm	SC	R	..	●●	UZ	During your upkeep, flip a coin. If you use, return Wurm to owner's hand.
Sorap	INS	C	...	●●	UZ	Destroy target artifact.
Searing Touch	INS	U	...	●●	TM	Buyback. Searing Touch deals 1 damage to target creature or player.
Seething Anger	SDR	C	...	●●	SH	Buyback. Target creature gets +3/+0 until end of turn.
Seismic Assault	EN	R	..	●●	EX	Choose and discard a land card. Deal 2 damage to target creature or player.
Shadowstorm	SDR	U	...	●●	TM	Shadowstorm deals 2 damage to each creature with shadow.
Shard Phoenix	SC	R	..	●●	SH	Flying. Put Shard Phoenix into your hand. Use this ability only if Phoenix is in your graveyard and only during your upkeep. Sacrifices: Phoenix deals 2 damage to each creature without flying.
Shatter	INS	C	...	●●	LUR,4th,IA,5th,TM	Destroy target artifact.
Shattering Pulse	INS	C	...	●●	EX	Buyback. Destroy target artifact.
Shatterslam	SDR	R	..	●●	AQR,5th	Bury all artifacts in play.

MAGIC FACT Chromium is the only Magic card to share its full name with a chemical element.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART Artifact EA Enchant Artifact EN Enchantment INT Interrupt SC Summon Creature
 AC Artifact Creature EC Enchant Creature EW Enchant World LL Legendary Land SL Summon Legend
 CR Current Rarity EL Enchant Land INS Instant INS Instant MS Mana Source SOR Sorcery

Table listing Magic: The Gathering cards from A to W, including names, kinds, costs, ratings, and effects. Includes a 'WHITE' section at the bottom.

Table listing Magic: The Gathering cards from X to Z, including names, kinds, costs, ratings, and effects.

Table listing Magic: The Gathering cards from AA to Z, including names, kinds, costs, ratings, and effects.

Stumpers section featuring a card image of Devout Harpist and an analysis by Josh Lytle regarding its use with Confiscate.

MAGIC The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
Holy Strength	EC	C	**	*	LUR,4th,5th
Target creature gains +1/-4.	SC	C	**	*	
Honor Guard	SC	C	**	*	SH
* Honor Guard gets +0/+1 until end of turn. 1/1	INS	U	**	*	
Hop and Glee	INS	U	**	*	UL
Untap two target creatures. Each of them gets +1/+1 until end of turn.	TM				
Humble	INS	U	**	*	UL
Target creature loses all abilities and is a 0/1 creature until end of turn.	TM				
Humility	EN	R	***	**	TM
Each creature loses all abilities and is a 1/1 creature.	UL				
Isolation Phalanx	SC	U	**	*	FE,5th
Bands 2/4.	FC,5th				
Isolation Scout	SC	C	**	*	FE,5th
* Give target creature first strike. 1/1.	FC,5th				
Isolation Town	SDR	R	**	*	FE,5th
Put four Citizen tokens which are 1/1 white creatures in play.	UL				
Intrepid Hero	SC	R	**	*	UZ
* Destroy target creature with power 4 or greater. 1/1.	TM				
Invincibility	INS	U	**	*	TM
Blyback. Prevent all damage to you from one source.	UL				
Iron Will	INS	C	**	*	UL
Target creature gets +0/+4 until end of turn. Cycling.	LUR,4th,5th				
Island Sanctuary	EN	R	**	*	LUR,4th,5th
If you decline one card during your draw phase, only flying or island/water/king creatures may attack you until your next turn.	LG,Ch,5th				
Ivory Guardians	SC	U	**	*	IA,5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3	EX				
Justice	EN	U	**	*	IA,5th
You must pay ** during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.	LUR,4th,5th				
Karma	EN	U	**	*	UL
During each player's upkeep, he takes 1 damage for each swap he controls.	UL				
Karmic Guide	SC	R	**	*	UL
Flying; protection from black; echo. When Karmic Guide comes into play, choose target creature card in your graveyard and put that creature into play. 2/2.	EX				
Keeper of the Light	SC	U	**	*	EX
* Gain 3 life. Use only if you have less life than target opponent. 1/2.	LG,4th,5th				
Kismet	EN	U	**	*	LG,4th,5th
All of target opponent's creatures, lands and artifacts enter play tapped.	IA,5th				
Kjeldoran Royal Guard	SC	R	**	*	IA,5th
* Redirect all damage done to you by unlocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	IA,5th				
Kjeldoran Skycaptain	SC	U	**	*	IA,5th
Flying, banding, first strike. 2/2.	TM				
Knight of Dawn	SC	U	**	*	TM
First strike. Knight gains protection from a color of your choice until end of turn. 2/2.	UL				
Knighthood	EN	U	**	*	UL
All creatures you control gain first strike.	EX				
Kor Charm	INS	C	**	*	EX
Target creature gets additional damage dealt to any one creature you control from any one source.	SH				
Lancers on-Kor	SC	U	**	*	SH
* Redirect 1 damage from Lancers to a creature you control. 3/3.	TM				
Light of Day	EN	U	**	*	TM
Black creatures cannot attack or block.	EX				
Limited Resources	EN	R	**	*	EX
Each player chooses five lands he controls and sacrifices the rest. As long as there are ten or more lands in play, players cannot play lands.	TM				
Marble Titan	SC	R	**	*	TM
Creatures with power 3 or greater do not untap during their untap phases. 3/3.	LL				
Martyr's Cause	EN	U	**	*	LL
Sacrifice a creature; prevent all damage to a creature or player from one source.	TM				
Master Decoy	SC	C	**	*	TM
* Tap target creature. 1/2.	HL,5th				
Mesa Falcon	SC	C	**	*	HL,5th
Flying. * +D/+1 until end of turn. 1/1.	LUR,4th,5th				
Mesa Pegasus	SC	C	**	*	LUR,4th,5th
Flying, banding. 1/1.	UL				
Monk Idealist	SC	U	**	*	UL
When Idealist comes into play return target enchantment card from your graveyard to your hand. 2/2.	UL				
Monk Realist	SC	C	**	*	UL
When Realist comes into play, destroy target enchantment. 1/1.	UL				
Mother of Runes	SC	U	**	*	UL
* Target creature you control gains protection from a color of your choice until end of turn. 1/1.	TM				
Mounted Archers	SC	C	**	*	TM
Can block creatures with flying. * Can block an additional creature this turn. 2/3.	SH				
Nomads on-Kor	SC	C	**	*	SH
* Redirect 1 damage from Nomads on-Kor to a creature you control. 1/1.	EX				
Oath of Lieges	EN	R	**	*	EX
During each player's upkeep, if he controls fewer lands than target opponent, he may search his or her library for a basic land card and put that land into play.	UL				
Opal Acolith	EN	U	**	*	UL
Whenever an opponent successfully casts a creature spell, if Acolith is an enchantment, it becomes a 2/4 Guardian creature. * Acolith becomes an enchantment.	UL				
Opal Avenger	EN	C	**	*	UL
When you have 10 life or less, Opal Avenger becomes a 3/5 creature that counts as a guardian.	UL				
Opal Archangel	EN	R	**	*	UL
When one of your opponents successfully casts a creature spell, Archangel becomes a 5/5 flying Angel. Attacking does not cause Archangel to tap.	UL				
Opal Caryatid	EN	C	**	*	UL
When one of your opponents successfully casts a creature spell, if Caryatid is an enchantment, Caryatid becomes a 2/2 Soldier.	UL				

NAME	KIND	CR	RATING	COST	SETS FOUND
Opal Champion	EN	C	**	*	UL
When one of your opponents successfully casts a creature spell, Opal Champion becomes a 3/3 creature with first strike that counts as a knight.	UL				
Opal Gargoyle	EN	C	**	*	UZ
When one of your opponents successfully casts a creature spell, if Gargoyle is an enchantment, Gargoyle becomes a 2/2 flying Gargoyle.	UL				
Opal Titan	EN	R	***	**	UZ
When one of your opponents successfully casts a creature spell, Titan becomes a 4/4 creature with protection from each of that spell's colors and that counts as a Giant.	IA,5th				
Oracle on-Vec	SC	R	**	*	TM
* Opponent chooses one creature he controls. During that player's next turn, those creatures attack if able, and no other creatures can attack. At the end of turn, destroy each of those creatures that did not attack. Use only during your turn. 1/1.	IA,5th				
Order of the Sacred Torch	R	**	**	**	IA,5th
* Pay 1 life to counter a black spell. 2/2.	IA,5th				
Order of the White Shield	SC	U	**	*	IA,5th
Protection from black. * +1/+0. First Strike. 2/1.	TM				
Orim, Samite Healer	SL	R	**	*	TM
Counts as a Cleric. Prevent up to 3 damage to any creature or player. 1/3.	TM				
Orim's Prayer	EN	U	**	*	TM
If any creature attacks you, gain 1 life for each attacking creature.	MG,TM,UL				
Pacifism	EC	C	**	*	MG,TM,UL
Enchanted creature cannot attack or block.	EX				
Paladin on-Vec	SC	R	**	*	EX
First strike; protection from black; protection from red. 2/2.	UZ				
Pariah	EC	R	**	*	UZ
Redirect to enchanted creature all damage dealt to you.	UZ				
Path of Peace	SDR	C	**	*	UZ
Destroy target creature. That creature's owner gains 4 life.	UL				
Peace and Quiet	INS	U	**	*	UL
Destroy target target enchantments.	EX				
Peace of Mind	EN	U	**	*	EX
* Choose and discard a card. Gain 3 life.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Reaping the Rewards	INS	C	**	*	EX
Blyback—Sacrifice a land. Gain 2 life.	EX				
Reconnaissance	EN	U	**	*	EX
* Remove target attacking creature you control from combat and untap it.	UL				
Redeem	INS	U	**	*	UZ
Prevent all damage to one or two creatures.	UL				
Remembrance	EN	R	**	*	UZ
Whenever a nontoken creature you control is put into a graveyard, you may search your library for a copy of that creature, reveal the card and put it into your hand.	TM				
Repentance	SDR	U	**	*	TM
Target creature deals to itself damage equal to its power.	AN,Ch,5th				
Repentant Blacksmith	SC	C	**	*	AN,Ch,5th
Protection from red. 1/2.	LUR,4th,5th				
Reverse Damage	INS	R	**	*	LUR,4th,5th
Prevent all damage from any one source, as instead added to your life total.	LUR,4th,5th				
Righteousness	INS	R	**	*	LUR,4th,5th
Target defending creature gets +1/+1 until end of turn.	SH				
Rolling Stones	EN	R	**	*	SH
Walls can attack as though they were not Walls.	UZ				
Rp: Artifacts	EN	U	**	*	UZ
* Prevent all damage to you from an artifact source. Cycling.	UZ				
Rp: Black	EN	C	**	*	UZ
* Prevent all damage to you from a black source. Cycling.	UZ				
Rp: Blue	EN	C	**	*	UZ
* Prevent all damage to you from a blue source. Cycling.	UZ				
Rp: Green	EN	C	**	*	UZ
* Prevent all damage to you from a green source. Cycling.	UZ				
Rp: Lands	EN	R	**	*	UZ
* Prevent all damage to you from a land source. Cycling.	UZ				
Rp: Red	EN	C	**	*	UZ
* Prevent all damage to you from a red source. Cycling.	UZ				
Rp: White	EN	C	**	*	UZ
* Prevent all damage to you from a white source. Cycling.					

KILLER COMBOS



No Mercy
Enchantment
Whenever a creature successfully deals damage to you, destroy it.



Redemptive Blood
Artifact
* Redirect all damage from any creature to yourself.

MONOLITH When a black mage goes on a homicidal rampage, there is no mercy—no justice—for your opponent's creatures. With the Jade Monolith, any creature that damages one of your creatures will quickly find itself six-foot under, as long as you're willing to suck up some damage through the Monolith. Works especially well when wiping out those pesky blockers...

Perled Unicorn	SC	C	**	*	LUR,4th,5th
2/2.	UZ				
Pegasus Charger	SC	C	**	*	UZ
Flying first strike. 2/1.	TM				
Pegasus Refuge	EN	R	**	*	TM
Choose and discard a card: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.	EX				
Pegasus Stampede	SDR	U	**	*	EX
Blyback. Sacrifice a land. Put a 1/1 white flying Pegasus token into play.	EX				
Penance	EN	U	**	*	EX
Choose a card from your hand and put that card on top of your library. Prevent all damage from a black or red source.	LUR,4th,5th				
Personal Incarnation	SC	R	**	*	LUR,4th,5th
Owner may redirect any amount of damage dealt to incarnation to himself instead. If incarnation dies, its owner loses half his life (rounded up). 6/5.	DK,4th,5th				
Pikemen	SC	C	**	*	DK,4th,5th
Banding. First strike. 1/1.	UZ				
Planar Birth	SDR	R	**	*	UZ
Put all basic lands from all graveyards into play under their owners control tapped.	UL				
Planar Collapse	EN	R	**	*	UL
During your upkeep, if there are four or more creatures in play, sacrifice Colosseum and destroy all creatures. Those creatures cannot be regenerated this turn.	UL				
Presence of the Master	EN	U	**	*	UZ
Whenever a player plays an enchantment spell, counter it.	IA,5th				
Prismatic Ward	EC	C	**	*	IA,5th
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	UL				
Purify	SDR	R	**	*	UL
Destroy all artifacts and enchantments.	SH				
Pursuit of Knowledge	EN	R	**	*	SH
Slay drawing a card. Put a study counter on Pursuit. Remove three study counters from Pursuit. Sacrifice Pursuit. Draw seven cards.	TM				
Quickenning Lcid	SC	U	**	*	TM
* Lcid becomes a creature enchantment that reads "Enchanted creature gains first strike" instead of a creature. You pay ** to end this effect. 1/1.	UL				
Radiant Archangel	SL	R	**	*	UL
Flying. Counts as an Angel. Attacking does not cause Radiant to tap. Radiant gets +1/+1 for each other creature with flying in play. 3/3.	UL				
Radiant's Dragons	SC	U	**	*	UL
Echo. When Radiant's Dragons comes into play gain 5 life. 2/5.	UL				
Radiant's Judgment	INS	C	**	*	UL
Destroy target creature power 4 or greater. Cycling.					

Sacred	EN	U	**	*	SH
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.	TM				
Sacred Guide	SC	R	**	*	TM
* Sacrifice Guide. Reveal and remove cards from your library from the game until you reveal a white card. Put that card into your hand. 1/1.	TM				
Safeguard	EN	R	**	*	TM
* Target creature deals no combat damage this turn.	SH				
Samite Blessing	EC	C	**	*	SH
Creature gains *. Prevent all damage to any creature from any one source.	LUR,4th,5th				
Samite Healer	SC	C	**	*	LUR,4th,5th
* Prevent 1 damage to any target. 1/1.	UZ				
Sanctum Custodian	SC	C	**	*	UZ
* Prevent up to 2 damage to a creature or player. 1/2.	UZ				
Sanctum Guardian	SC	U	**	*	UZ
Sacrifice: Prevent all damage to a creature or player from one source. 1/4.	SH				
Scapegoat	INS	U	**	*	SH
Sacrifice a creature. Return # of target creatures you control to owner's hand.	TM				
Seasoned Marshal	SC	U	**	*	TM
Whenever Marshal attacks, you may tap target creature. 2/2.	IA,5th				
Seraph	EN	U	**	*	IA,5th
Flying. If a creature dies during a turn in which Seraph damaged it, put it into play under your control. Bury it if Seraph leaves play or your control. 4/4.	TM				
Serene Offering	INS	U	**	*	TM
Destroy target enchantment. Gain life equal to its total casting cost.	UZ				
Serra Avatar	SC	R	**	*	UZ
Avatar has power and toughness each equal to your life total. When Avatar is put into a graveyard, shuffle Avatar into owner's library. 1/1.	UL				
Serra Bestialy	EC	C	**	*	HL,5th
Pay ** during your upkeep or buy Bestialy. Target creature cannot block attack or use any abilities that have * in its activation cost.	UL				
Serra Paladin	SC	C	**	*	HL,5th
* Prevent 1 damage to any creature or player. Attacking does not cause target creature to tap this turn. 2/2.	UZ				
Serra Zealot	SC	C	**	*	UZ
First strike. 1/1.	UL				
Serra's Embrace	EC	U	**	*	

MAGIC The Gathering

Players Guide

NAME	KIND	CR	RATING	COST	SETS FOUND
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Serra's Hymn	EN	U	***	★	UZ
During your upkeep, you may put a counter on Hymn. Sacrifice: Prevent up to X damage total to any number of creatures and/or players, where X is the number of counters.					
Serra's Liturgy	EN	R	**	★	UZ
During your upkeep, you may put a counter on Liturgy. Sacrifice: Destroy up to X target artifacts and/or enchantments, where X is the number of counters.					
Shackles	EC	C	***	★	EX
Enchanted creature does not untap. Return Shackles to owner's hand.					
Shaman-en-Kor	SC	R	***	★	SH
Redirect 1 damage from Shaman to a creature you control. Redirect to Shaman-en-Kor all damage dealt to any one creature from any one source, 1/2. Banding, 0/3.					
Shield Bearer	SC	C	**	★	IA5th
Bandings, 0/3.					
Shield Mage	SC	C	**	★	EX
Sacrifice Shield Mage: Target creature gets +0/+4 until end of turn, 1/1.					
Shield Wall	INS	U	**	★	LG,4th,5th
Give all your creatures +0/+2 until end of turn.					
Shimmering Barrier	SC	U	**	★	UZ
First strike. Cycling, 1/3.					
Silent Attendant	SC	C	**	★	UZ
Gain 1 life, 0/2.					
Skyskroud Falcon	SC	C	***	★	SH
Flying. Attacking does not cause Skyskroud Falcon to tap, 1/1.					
Smite	INS	C	**	★	UZ
Destroy target blacked creature.					
Soltari Champion	SC	R	***	★	SH
Shadow. If attacking, all your other creatures get -1/+1 until end of turn, 2/2.					
Soltari Crusader	SC	U	**	★	TM
Shadow. Soltari Crusader gets +1/+0 until end of turn, 2/1.					
Soltari Emissary	SC	R	***	★	TM
Soltari Emissary gains shadow until end of turn, 2/1.					
Soltari Foot Soldier	SC	C	**	★	TM
Shadow, 1/1.					
Soltari Lancer	SC	C	***	★	TM
Shadow. First strike when attacking, 2/2.					
Soltari Monk	SC	U	**	★	TM
Protection from black; shadow, 2/1.					
Soltari Priest	SC	U	**	★	TM
Protection from red; shadow, 2/1.					
Soltari Trooper	SC	C	**	★	TM
Shadow. If Soltari Trooper attacks, it gets -1/+1 until end of turn, 1/1.					
Soltari Visionary	SC	C	***	★	EX
Shadow. If Visionary damages a player, destroy an enchantment that player controls, 2/2.					
Songsitcher	SC	U	**	★	UZ
Target attacking creature with flying deals no combat damage this turn, 1/1.					
Soul Sculptor	SC	R	***	★	UZ
Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell, 1/1.					
Soul Warden	SC	C	**	★	EX
Whenever any other creature comes into play, gain 1 life, 1/1.					
Spirit-en-Kor	SC	R	***	★	SH
Flying. Redirect 1 damage from Spirit to a creature you control, 2/2.					
Spirit Link	EC	U	***	★	LG,4th,5th
Gain 1 life for every point of damage done by target creature.					
Spring Mirror	EN	R	***	★	WT
During your upkeep, if there are no Reflection tokens in play, put a 2/2 white Reflection token into play. C: Destroy target Reflection.					
Standing Troops	SC	C	**	★	EX
Attacking does not cause Standing Troops to tap, 1/4.					
Staunch Defenders	SC	U	**	★	TM
When Staunch Defenders comes into play, gain 4 life, 3/4.					
Sustainer of the Realm	SC	U	**	★	UL
Flying. Whenever Sustainer blocks, it gets -0/+2 until end of turn, 2/3.					
Talon Silver	SC	C	**	★	TM
All Silvers gain first strike, 1/1.					
Temper	INS	U	**	★	SH
Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.					
Tragic Poet	SC	C	**	★	UL
Sacrifice: Return target enchantment card from your graveyard to hand, 1/1.					
Treasure Hunter	SC	U	**	★	EX
When Hunter comes into play, return an artifact from your graveyard to hand, 2/2.					
Truce	INS	R	**	★	HL,5th
Each player may draw up to two cards or gain 2 life for each card they don't draw.					
Tundra Wolves	SC	C	**	★	LG,4th,5th
First strike, 1/1.					
Venerable Monk	SC	C	**	★	SH
When Venerable Monk comes into play, gain 2 life, 2/2.					
Voice of Brack	SC	U	**	★	UZ
Flying, protection from black, 2/2.					
Voice of Law	SC	U	**	★	UZ
Flying, protection from red, 2/2.					
Wall of Essence	SC	U	**	★	SH
For each 1 combat damage dealt to Wall of Essence, gain 1 life, 0/4.					
Wall of Nets	SC	R	***	★	EX
At end of combat, remove from game all creatures blocked by Wall. If Wall leaves play, return all removed creatures to the game, 0/7.					
Wall of Swords	SC	U	**	★	L,U,R,4th,5th
Flying, 3/5.					
Warmth	EN	U	**	★	TM
Whenever target opponent successfully casts a red spell, gain 2 life.					
Warrior Angel	SC	R	***	★	SH
Flying. For each 1 damage Warrior Angel deals, gain 1 life, 3/4.					
Warrior-en-Kor	SC	U	**	★	SH
Redirect 1 damage from Warrior-en-Kor to a creature you control, 2/2.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Waylay	INS	U	***	★	UZ
Put three 2/2 white Knight tokens into play. Remove them from game at end of turn.					
Welkin Hawk	SC	C	***	★	EX
Flying. If Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card and put it into your hand, 1/1.					
White Knight	SC	U	***	★	L,U,R,4th,5th
Protection from black, first strike, 2/2.					
Winds of Rath	SOR	R	***	★	TM
Destroy all creatures with no enchantments on them. These creatures cannot be regenerated this turn.					
Worship	EN	R	***	★	UZ
Damage that would reduce your life total to less than 1 instead reduces it to 1 if you control a creature.					
Worthy Cause	INS	U	**	★	TM
Buyback. Sacrifice a creature: Gain life equal to the creature's toughness.					
Wrath of God	INS	R	****	★	L,U,R,4th,5th
Bury all creatures in play.					
Youthful Knight	SC	C	**	★	SH
First strike, 2/1.					
Zealots en-Dal	SC	U	**	★	EX
During your upkeep, if all nonland permanents you control are white, gain 1 life, 2/4.					

LANDS

Adarkar Wastes	LAN	R	***	★	IA,5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
Ancient Tomb	LAN	U	**	★	TM
Add two colorless mana to your pool. Tomb deals 2 damage to you.					
Blasted Landscape	LAN	U	**	★	UZ
Add one colorless mana to your mana pool. Cycling.					

STUMPERS

My opponent just used Sick And Tired on my animated Treetop Village, giving it -1/-1. Can I then reuse the animation ability, turning it back into a 3/3 creature?

A It won't work. The animation ability of the Village sets base power and toughness only. Base effects are evaluated before any continuous effects, even if they are placed afterwards.

Bottomless Vault	LAN	R	**	★	FE,5th
Comes into play tapped. You may leave Vault tapped to put a counter on it. Remove any number of counters, adding for each one.					
Brushland	LAN	R	***	★	IA,5th
Add 1 colorless mana to your pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
Caldera Lake	LAN	R	***	★	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Caldera Lake deals 1 damage to you.					
Cinder Marsh	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Add to your mana pool. Cinder Marsh does not untap during your next untap phase.					
City of Brass	LAN	R	****	★	AN,CH,5th
Add 1 mana of any color. Take 1 damage whenever City is tapped.					
City of Traitors	LAN	R	**	★	EX
If you play a land, sacrifice City. Add two colorless mana to your mana pool.					
Drifting Meadow	LAN	C	**	★	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
Dwarven Hold	LAN	R	**	★	FE,6th
Comes into play tapped. You may leave Hold tapped to put a counter on it. Remove any number of counters, adding for each one.					
Dwarven Ruins	LAN	U	**	★	FE,5th
Comes into play tapped. Add to your mana pool. Sacrifice Dwarven Ruins: Add to your mana pool.					
Ebon Stronghold	LAN	U	**	★	FE,5th
Comes into play tapped. Add to your mana pool. Sacrifice Ebon Stronghold: Add to your mana pool.					
Faerie Conclave	LAN	U	**	★	UL
Comes into play tapped. Add to your mana pool. Conclave becomes a 2/1 blue creature with flying until end of turn. This creature still counts as a land.					
Forbidden Watchtower	LAN	U	**	★	UL
Comes into play tapped. Add to your mana pool. Watchtower becomes a 1/5 white creature until end of turn. This creature still counts as a land.					
Gaea's Cradle	LAN	R	***	★	UZ
Add to your mana pool for each creature you control.					

NAME	KIND	CR	RATING	COST	SETS FOUND
Ghitu Encampment	LAN	U	**	★	UL
Comes into play tapped. Add to your mana pool. Encampment becomes a 2/1 red creature with first strike until end of turn.					
Ghost Town	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Return Ghost Town to owner's hand. Use this ability only during another player's turn.					
Havenwood Battleground	LAN	U	**	★	FE,5th
Comes into play tapped. Add to your mana pool. Sacrifice Havenwood Battleground: Add to your mana pool.					
Hollow Trees	LAN	R	**	★	FE,5th
Comes into play tapped. You may leave Trees tapped to put a counter on it. Remove any number of counters, adding for each one.					
Icathian Stronghold	LAN	R	**	★	FE,5th
Comes into play tapped. You may leave Stronghold tapped to put a counter on it. Remove any number of counters, adding for each one.					
Ice Floe	LAN	U	**	★	IA,5th
You may choose not to untap Ice Floe. Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.					
Karpulus Forest	LAN	R	***	★	IA,5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
Maze of Shadows	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.					
Mogg Hollows	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Add to your mana pool. Mogg Hollows does not untap during your next untap phase.					
Phryxian Tower	LAN	R	**	★	UZ
Add one colorless mana to your mana pool. Sacrifice a creature: Add to your mana pool.					
Pine Barrens	LAN	R	**	★	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Pine Barrens deals 1 damage to you.					
Polluted Mine	LAN	C	**	★	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
Reflecting Pool	LAN	R	**	★	TM
Add to your pool 1 mana of any type that any land you control can produce.					
Remote Isle	LAN	U	**	★	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
Rootwater Depths	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Add to your mana pool. Rootwater Depths does not untap during your next untap phase.					
Ruins of Trokair	LAN	U	**	★	FE,5th
Comes into play tapped. Add to your mana pool. Sacrifice Ruins of Trokair: Add to your mana pool.					
Salt Flats	LAN	R	**	★	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Salt Flats deals 1 damage to you.					
Sand Slits	LAN	R	**	★	FE,5th
Comes into play tapped. You may leave Slits tapped to put a counter on it. Remove any number of counters, adding for each one.					
Scabland	LAN	R	**	★	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Scabland deals 1 damage to you.					
Serra's Sanctum	LAN	R	***	★	UZ
Add to your mana pool for each enchantment you control.					
Shivan Gorge	LAN	R	**	★	UZ
Add one colorless mana to your mana pool. Gorge deals 1 damage to each of your opponents.					
Skyskroud Forest	LAN	R	***	★	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add to your mana pool. Forest deals 1 damage to you.					
Slippery Karst	LAN	C	**	★	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
Smoldering Crater	LAN	C	**	★	UZ
Comes into play tapped. Add to your mana pool. Cycling.					
Spawning Pool	LAN	U	**	★	UL
Comes into play tapped. Add to your mana pool. Pool becomes a 1/1 black creature with Regenerate until end of turn.					
Stalking Stones	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Stalking Stones becomes a 3/3 artifact creature permanently.					
Sulfurous Springs	LAN	R	****	★	IA,5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
Sveinlute Temple	LAN	U	**	★	FE,5th
Comes into play tapped. Add to your mana pool. Sacrifice Sveinlute Temple: Add to your mana pool.					
Thalokeo Lowlands	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Add to your mana pool. Does not untap during your next untap phase.					
Thran Quarry	LAN	R	**	★	UZ
At the end of each turn if you control no creatures, sacrifice Thran Quarry. Add one mana of any color to your mana pool.					
Tolarian Academy	LAN	R	***	★	UZ
Add to your mana pool for each artifact you control. Banned!					
Treetop Village	LAN	U	**	★	UL
Comes into play tapped. Add to your mana pool. Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.					
Underground River	LAN	R	**	★	IA,5th
Add 1 to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.					
Urza's Mine	LAN	C	**	★	AQ,CH,5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
Urza's Power Plant	LAN	C	**	★	AQ,CH,5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
Urza's Tower	LAN	C	**	★	AQ,CH,5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.					
Vec Township	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Add to your mana pool. Vec Township does not untap during your next untap phase.					
Volrath's Stronghold	LAN	R	***	★	SH
Add one colorless mana to your mana pool. Put target creature card from your graveyard on top of your library.					
Wasteland	LAN	U	**	★	TM
Add one colorless mana to your mana pool. Sacrifice Wasteland: Destroy target nonbasic land.					

MAGIC FACT Righteous Avengers is the only creature with plainswalk as its standard ability, making Great Wall an incredibly sought-after card.

MAGIC DATA

C=COMMON U=UNCOMMON R=RARE

● ARTIFACT ● BLACK ● BLUE ● GOLD ● GREEN ● RED ○ WHITE ● LAND

ART	Artifact	EA	Enchant Artifact	EN	Enchantment	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EC	Enchant Creature	EW	Enchant World	LL	Legendary Land	SL	Summon Legend
CR	Current Rarity	EL	Enchant Land	INS	Instant	MS	Mana Source	SOR	Sorcery

Players Guide Spotlight

Pokémon Trading Card Game



POKE-POWER They're so cute it's sickening, and now they've invaded the U.S.

Starting as a tiny blip on the CCG radar back in the late fall of 1998, the Pokémon Trading Card Game rolled into game stores this winter like a "Deep Impact" tsunami, leaving gamer veteran and newbie alike gasping for more boosters. It shouldn't have been a surprise. In Japan, "Pokémon" amassed \$4 billion in just one year by selling 400 million CCG cards, one million music CDs, and gajillions of Gameboy cartridges, plush toys and other goodies. Nintendo showered fans with great promo cards in the Japanese gaming magazines, ranging from fun cards like surfboarding Pichachus to tournament killers like a monstrous pokémon which smites the opposition for 200 points of damage! Hopefully, these promos will make their way into the U.S. as well.

NAME TYPE ENERGY HP WEAK RES RET CR

POKEMON

Abra Basic 30 C

Psychoshock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Alakazam Stage 2 80 R

Evolves from Kadabra. Pokémon Power: Damage Swap. As often as you like during your turn (before your attack), you may move 1 damage counter from 1 Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed. Confuse Ray Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.

Arcanine Stage 1 100 U

Evolves from Growlithe. Flamethrower Does 50 damage. Discard 1 Energy card attached to Arcanine in order to use this attack. Take Down Does 80 damage. Arcanine takes 30 damage.

Beedrill Stage 2 80 R

Evolves from Kakuna. Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. Poison Sting Does 40 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Blastoise Stage 2 100 R

Evolves from Wartortle. Pokémon Power: Rain Dance. As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed. Hydro Pump Does 40 damage plus 10 mere damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count.

Bulbasaur Basic 40 C

Leach Seed Does 20 damage. Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.

Caterpie Basic 40 C

String Shot Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Chansey Basic 120 R

Scrunch Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. Double edge. 80 damage. Chansey does 80 damage to itself.

Charizard Stage 2 120 R

Evolves from Charmeleon. Pokémon Power: Energy Burn. As often as you like during your turn (before your attack) you may turn all Energy attached to Charizard into Fire Energy cards for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed. Fire Spin Does 20 damage. Discard 2 Energy cards attached to Charizard in order to use this attack.

Charmander Basic 50 C

Scratch Does 10 damage. Ember Does 30 damage. Discard 1 Energy card attached to Charmander in order to use this attack.

Charmeleon Stage 1 80 U

Evolves from Charmander. Slash Does 30 damage. Flamethrower Does 50 damage. Discard 1 Energy card attached to Charmeleon in order to use this attack.

Cleairy Basic 40 R

Sing Flip a coin. If heads, the Defending Pokémon is now Asleep. Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Cleairy's type is still colorless.)

NAME TYPE ENERGY HP WEAK RES RET CR

Dewgong Stage 1 80 U

Evolves from Seel. Aurora Beam Does 50 damage. Ice Beam Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Diglett Basic 30 C

Dig Does 10 damage. Mud Slap Does 30 damage.

Doduo Basic 50 C

Fury Attack Flip 2 coins. This attack does 10 damage times the number of heads.

Dragonair Stage 1 80 R

Evolves from Dratini. Slam Flip two coins. This attack does 30 damage times the number of heads. Hyper Beam Does 20 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.

Dratini Basic 40 U

Pound Does 10 damage.

Drowzee Basic 50 C

Pound Does 10 damage. Confuse Ray Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.

Dugtrio Stage 1 70 R

Evolves from Diglett. Slash Does 40 damage. Earthquake Does 70 damage and does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Electrabuzz Basic 70 R

Thundershock Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Electrabuzz does 10 damage to itself.

Electrode Stage 1 80 R

Evolves from Voltorb. Pokémon Power: Buzzap. At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. (Instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused or Paralyzed. Electric Shock Does 50 damage. Flip a coin. If tails, Electrode does 10 damage to itself.

Farfetch'd Basic 50 U

Leek Slap Does 30 damage. Flip a coin. If tails, this attack does nothing. Either way you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the bench won't let you use it again). Pat Smash Does 30 damage.

Gastly Basic 30 C

Sleeping Gas Flip a coin. If heads, the Defending Pokémon is now Asleep. Destiny Bond Discard 1 Psychic Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.

Growlithe Basic 60 U

Flare Does 20 damage.

Gyarados Stage 1 100 R

Evolves from Magikarp. Dragon Rage Does 50 damage. Bubblebeam Does 40 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Haunder Stage 1 60 U

Evolves from Gastly. Hypnosis The Defending Pokémon is now Asleep. Dream Eater Does 50 damage. You can't use the attack unless the Defending Pokémon is Asleep.

Hitmonchan Basic 70 R

Jab Does 20 damage. Special Punch Does 40 damage.

NAME TYPE ENERGY HP WEAK RES RET CR

Iysaur Stage 1 60 U

Evolves from Buizard. Vine Whip Does 30 damage. Poisonpowder Does 20 damage. The Defending Pokémon is now Poisoned.

Jynx Basic 70 U

Doubleslap Flip 2 coins. This attack does 10 damage times the number of heads. Meditate Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon.

Kadabra Stage 1 60 U

Evolves from Abra. Recover Discard 1 Psychic Energy card attached to Kadabra in order to use this attack. Remove a damage counter from Kadabra. Super Psy Does 50 damage.

Kakuna Stage 1 60 U

Evolves from Weedle. Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.) Poisonpowder Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Koffing Basic 50 C

Foul Gas Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused.

Machop Stage 2 100 R

Evolves from Machoke. Pokémon Power: Strikes Back. Whenever your opponent's attack damages Machop (even if Machop is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machop is already Asleep, Confused, or Paralyzed when your opponent attacks. Seismic Toss Does 60 damage.

Machoke Stage 1 80 U

Evolves from Machop. Karate Chop Does 50 damage minus 10 damage for each damage counter on Machoke. Submission Does 60 damage. Machoke does 20 damage to itself.

Machop Basic 50 C

Low Kick Does 20 damage.

Magikarp Basic 30 U

Tackle Does 10 damage. Flail Does 10 damage times the number of damage counters on Magikarp.

Magmar Basic 50 U

Fire Punch Does 30 damage. Flamethrower Does 50 damage. Discard 1 Energy card attached to Magmar in order to use this attack.

Magnemite Basic 40 C

Thunder Wave Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. Safesitestruct Does 40 damage. Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Magnemite does 40 damage to itself.

Magneton Stage 1 60 R

Evolves from Magnemite. Thunder Wave Does 30 damage. Flip a coin. If heads, the Defending Pokémon is now paralyzed. Safesitestruct Does 60 damage and does 20 damage to each Pokémon on each player's bench. (Don't apply Weakness and Resistance for the Benched Pokémon.) Magneton does 80 damage to itself.

Metapod Stage 1 70 C

Evolves from Caterpie. Stiffen Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of attacks still happen.) Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Mewtwo	Basic	60	100	Psychic	None	None	R
● Psychic. Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. ● Barrier. Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.							
Nidoking	Stage 2	90	100	None	Toxic	None	R
Evolves from Nidorino. ● Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Nidoking does 10 damage to itself. ● Toxic. Does 20 damage. Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned).							
Nidorino	Stage 1	60	80	None	None	None	U
Evolves from Nidoran. ● Double Kick. Flip 2 coins. This attack does 30 damage times the number of heads. ● Horn Drill. Does 50 damage.							
Ninetales	Stage 1	80	100	None	None	None	R
Evolves from Vulpix. ● Lure. If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her active Pokémon. ● Fire Blast. Does 80 damage. Discard 1 Energy card attached to Ninetales in order to use this attack.							
Nirodian	Basic	40	60	None	None	None	C
● Horn Hazard. Does 30 damage. Flip a coin. If tails, this attack does nothing.							
Onix	Basic	90	100	None	None	None	C
● Rock Throw. Does 10 damage. ● Harden. During your opponent's next turn, whenever 30 or less damage is done to Onix after applying Weakness and Resistance, prevent that damage. (Any other effects of attacks still happen.)							
Pidgeotto	Stage 1	60	80	None	None	None	R
Evolves from Pidgey. ● Whirlwind. Does 20 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.) ● Mirror Move. If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.							
Pidgey	Basic	40	60	None	None	None	C
● Whirlwind. Does 10 damage. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)							
Pikachu	Basic	40	60	None	None	None	C
● Gnar. Does 10 damage. ● Does 30 damage. Flip a coin. If tails, Pikachu does 10 damage to itself.							
Poliwhirl	Stage 1	60	80	None	None	None	U
Evolves from Poliwhirl. ● Amnesia. Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn. ● Double Slap. Flip 2 coins. This attack does 30 damage times the number of heads.							
Poliwrath	Stage 2	90	100	None	None	None	R
Evolves from Poliwhirl. ● Water Gun. Does 30 damage plus 10 more damage for each Water Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Water Energy after the 2nd doesn't count. ● Whirlpool. Does 40 damage. If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.							
Ponyta	Basic	40	60	None	None	None	C
● Smash Kick. Does 20 damage. ● Flame Tail. Does 30 damage.							
Porygon	Basic	30	60	None	None	None	U
● Conversion 1. If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless. Conversion 2. Change Porygon's Resistance to your choice other than Colorless.							
Raichu	Stage 1	80	100	None	None	None	R
Evolves from Pikachu. ● Agility. Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. ● Thunder. Does 60 damage. Flip a coin. If tails, Raichu does 30 damage to itself.							
Raticate	Stage 1	60	80	None	None	None	U
Evolves from Rattata. ● Bite. Does 20 damage. ● Super Fang. Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).							
Rattata	Basic	30	60	None	None	None	C
● Bite. Does 20 damage.							
Sandslash	Basic	40	60	None	None	None	C
● Sand-attack. Does 10 damage. If the Defending Pokémon tries to attack during your opponent's next turn, opponent flips a coin. If tails, this attack does nothing.							
Seel	Basic	60	80	None	None	None	U
● Headbutt. Does 10 damage.							
Squirtle	Basic	40	60	None	None	None	C
● Bubble. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. ● Withdraw. Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn.							
Starmie	Stage 1	60	80	None	None	None	C
Evolves from Staryu. ● Recover. Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie. ● Star Freeze. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed.							
Staryu	Basic	40	60	None	None	None	C
● Slap. Does 20 damage.							
Tangela	Basic	50	80	None	None	None	C
● Blind. Does 20 damage. Flip a coin. If heads, the Defending Pokémon is now Paralyzed. ● Poisonpowder. Does 20 damage. The Defending Pokémon is now Paralyzed.							

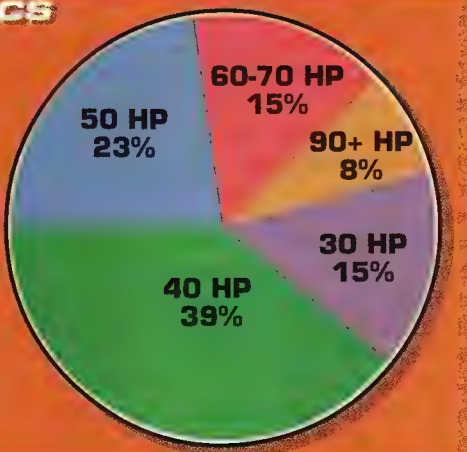
NAME	TYPE	ENERGY	HP	WEAK	RES	RET	CR
Venusaur	Stage 2	100	150	None	None	None	R
Evolves from Ivysaur. Pokémon Power: Energy Trans. As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed. ● Solarbeam. Does 60 damage.							
Voltorb	Basic	40	60	None	None	None	C
● Tackle. Does 10 damage.							
Vulpix	Basic	50	70	None	None	None	C
● Confuse Ray. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Confused.							
Wartortle	Stage 1	70	90	None	None	None	U
Evolves from Squirtle. ● Withdraw. Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. ● Bite. Does 40 damage.							
Weedle	Basic	40	60	None	None	None	C
● Poison Sting. Does 10 damage. Flip a coin. If heads, the Defending Pokémon is now Poisoned.							
Zapdos	Basic	90	100	None	None	None	R
● Thunder. Does 60 damage. Flip a coin. If tails, Zapdos does 30 damage to itself.							

NAME	CR
Lass	R
You and your opponent show each other your hands, then shuffle all Trainer cards from your hands into your decks.	
Maintenance	U
Shuffle 2 of the other cards from your hand into your deck in order to draw a card.	
PlusPower	U
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.	
Pokédex	U
Look at up to 5 cards from the top of your deck and rearrange them as you like.	
Pokémon Breeder	R
Put a Stage 2 evolution card from your hand on the matching basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.	
Pokémon Center	U
Remove all damage counters from all of your Pokémon with damage counters; then discard all Energy cards attached to those Pokémon.	

POKEMON DISSECTED

BACK TO BASICS

So you're trying to decide which basic pokémon to include in your deck. There are 39 different ones, so which should you pick? Depends on what you're looking for, but if it's defense you want, your options are limited. Most of the basic pokémon (54%) have 40 hit points or less and only three have 90 hit points or more: Zapdos and Onix both have 90 and Chansey is the largest, able to withstand a whopping 120 points of damage.



TRAINERS

Bill	C	Draw 2 cards.
Clefairy Doll	R	Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.
Computer Search	R	Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.
Defender	U	Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).
Devolution Spray	R	Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned or anything else that might be the result of an attack (just as if you had evolved it).
Energy Removal	C	Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.
Energy Retrieval	U	Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.
Full Heal	U	Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.
Gust of Wind	C	Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.
Impostor Professor Oak	R	Your opponent shuffles his hand into his deck, then draws 7 cards.
Item Finder	R	Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

Pokémon Flute	U	Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)
Pokémon Trader	R	Trade 1 Basic Pokémon or Evolution card in your hand for 1 Basic Pokémon or Evolution card from your deck. Show to your opponent.
Potion	C	Remove up to 2 damage counters from 1 of your Pokémon.
Professor Oak	U	Discard your hand, then draw 7 cards.
Revive	U	Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't play Revive if your Bench is full.)
Scoop Up	R	Choose 1 of your own Pokémon in play and return its Basic Pokémon cards to your hand. (Discard all cards attached to that card.)
Super Energy Removal	R	Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.
Super Potion	U	Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.
Switch	C	Switch 1 of your own Benched Pokémon with your Active Pokémon.
ENERGY		
Double Colorless Energy	U	Provides 2 Energy. Doesn't count as a basic Energy card.
Fighting Energy	C	Provides Energy.
Fire Energy	C	Provides Energy.
Grass Energy	C	Provides Energy.
Lightning Energy	C	Provides Energy.
Psychic Energy	C	Provides Energy.
Water Energy	C	Provides Energy.

After Hours

Non-Celebrity Deathmatch

One of them had to die. In the computer gaming world of *Ultima Online*, the dirtiest battles occur not between the players and monsters, but between player and player. Most notably, those players who use good characters and those who use Player Killers (PKs). So it came to pass that *IQ Gamer* Editor-in-Chief Pat McCallum and his vile PK Hobgoblin and Editor Mike Searle with the noble Surian Ascensia agreed to do battle. "PKs suck," Searle was heard to say before the bout, "and Pat knows it. He just loves roleplaying evil."

"Actually," Pat commented after hearing his rival, "It's not roleplaying. I am evil. I think it's because I watched too many cartoons as a kid."

High noon was the graveyard outside Moonglow (Atlantic), and the battle began with the Hobgoblin making the first move with the standard PK trick: paralyze/explosion/e-bolt. Ascensia battled back with superior magery and hammered his foe. Now wounded, weakened and out of magic, the Hobgoblin was doomed. But just as victory seemed assured for the noble Ascensia, Malek Grimsword (Pat's buddy Craig Cornell)—vile PK and ally of the Hobgoblin—emerged from hiding and assaulted the weakened Surian, cutting him down with multiple energy bolts. As Grimsword cured his battered ally, Hobgoblin looted Surian's body, split the goods with his PK buddy and, in response to the booing of the *IQ Gamer* staff, said, "Look, I'm a PK. I do bad things. Besides, learn a lesson from this: always have a plan B."

Mike, busy filling Pat's gas tank with sand, was unavailable for comment.

DEATH BY PLAN B *Ultima Online* proves again that good guys often finish last.

PAT: The Boss, Ergo, the Bad Guy.

COLLARED SHIRT: Your first tip-off that yes, he really is evil.

TOYS: "I just buy excessive material goods to fill the empty void in my heart."

THUMB: It just smells funny

LIQUOR: Numbs the pain of any loss.

MIKE: He's one of those guys who's born every minute.

KNIFE: Wedged between his shoulder blades (never trust your friends)

PUDDLE OF DROOL: Mike's always leaking weird fluids. Very gross.



THE TOP 10...

PRODUCT PLACEMENTS RUMORED TO BE IN "THE PHANTOM MENACE":

10. A disorientad Anakin Skywalker must choose between the light and dark sides of the Force, decides out loud "Yo quiero Taco Bell" and proceeds to gorge himself on burritos.
9. Darth Maul smokes Pall Mall non-filters—smooth!
8. Jar Jar Binks plays Kenny Loggins' "Danger Zone" on his Sony Discman during dogfight.
7. Cantina takes Visa but not Amex: "It's everywhere you want to be."
6. Anakin Skywalker builds C-3PO from iMac and Intel Pentium III processors.
5. Built-in speakers in Artoo belt out newest single from Britney Spears.
4. Mace Windu throws Darth Maul into a giant neon Coca-Cola sign that explodes.
3. Yoda wears Depends undergarments: "When 700 years old you be, in control of your bladder you will not!"
2. Hologram displays are really Hasbro action figures hanging on strings.
1. Darth Maul has the Jedi Council on the ropes until Mace Windu gets a great idea, pops a Mentos into his mouth and gets medieval on his ass! Mentos: the freshmaker!

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MASSACHUSETTS**APRIL 11, BOSTON**

BOSTON COMIC BOOK AND TOY SPECTACULAR 15. Radisson Hotel, 200 Stuart St. \$5 admission (\$1 OFF WITH THIS AD), children under 10 and fans IN FULL COSTUME FREE. 10 a.m.-4 p.m., early preview 9am-10 Don't miss NEW ENGLAND'S LARGEST COMIC BOOK AND TOY SHOW, plus *Magic: The Gathering*, non-sports cards, Beanie Babies, Manga, anime, original artwork, Star Wars, Star Trek, action figures, CDs and video. SPECIAL GUESTS: Wizards of the Coast fantasy artists ED BEARD JR., RON ROUSSELLE AND PROF. HERBERT. Also LOWELL CUNNINGHAM (Men in Black). \$100 in "SHOW MONEY" raffled HOURLY! Contact: Primate Promotions @ (978) 388-6576 or e-mail primatetro@aol.com.

JULY 23-25, BOSTON

VISIONS '99: BOSTON. NEW ENGLAND'S LARGEST GAMING, COMIC, SCI-FI, TOY & FANTASY CONVENTION, Bayside Expo Center. *Magic: The Gathering*, *Star Wars*, *Star Trek* tournaments, plus other gaming events. Great prizes including cash! Hundreds of exhibit booths, celebrity guest stars, comic book artists, writers, publishers, autographs, panels, live performances, auctions, anime, scientific presentations, video room and more! For information, call (508) 896-7448, visit www.i-visions.com, e-mail: ivisions@cape.com or write Infinite Visions, Box 904, South Yarmouth, MA 02664. Exhibitors call (508) 896-7402.

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NEW YORK**WEEKLY IN APRIL & MAY, NANUET**

WIZARD WORLD, the longest running tournament in Rockland! 1/4 mile east of Nanuet Mall on Route 59 in the Service Merchandise shopping center. *Magic* tournaments every Friday at 6 p.m. Players vote for tournament type (I, II, draft) with prizes for the top three competitors. Sanctioned Type II tournaments on Mondays. Call for ARENA information. We also have a complete selection of *LSR*, *Star Wars*, *BattleTech*, and *Rage*, with events running Saturdays and Sundays in our dedicated gaming area. We will demo any game upon request. For further information contact, John or Kierin at (914) 624-2224.

OHIO**JULY 1-4, COLUMBUS**

ORIGINS INTERNATIONAL GAME EXPO & FAIR '99, Columbus Convention Center. Preregistration weekend badge \$40, on-site \$45. Guests: celebrities, artists, authors, game designers and more. Events: focus, history, celebrity signings, seminars, roleplaying games, largest independent war college, historical miniatures, RPGA events, live-action roleplaying events (LARPs), board and computer games, trading card games, auction, art show, a maze of games and more. Contact: Andon Unlimited @ 1 (800) 529-EXPO to request a FREE preregistration book or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

PENNSYLVANIA**APRIL 23-25, MONROEVILLE**

1999 PITTSBURGH COMICON. Pittsburgh ExpoMart, 1002 Graham Ave., Windber. Admission: \$12/day, \$30/3 day pass. Fri. 2-8 p.m., Sat. 10 a.m.-6 p.m., Sun. 10 a.m.-5 p.m. Activities include CBLDF 1999 Defender of Liberty Award Ceremony, casino night, charity auctions, CBLDF

Mardi Gras Party, costume contest, 24-hr. films, 24-hr. anime fest, gaming tournaments (*Magic*, *Star Wars*, *Star Trek*, *LSR*, *Babylon 5*, *Overpower*, *Middle-earth*, *Highlander*, *Shi: CCG Premier* and more), panels, demos, small-press expo, and more. Guests include: George Perez, Dick Ayers, Michael Turner, Randy Green, Mark Waid, Brian Pulido, Top Cow, CHAOS! McFarlane Toys, Awesome/Hyperwerks, Wizard Press, Crusade, CPM Manga, TV Comics, Decipher, Davdez, Diamond Comics, Wizards of the Coast, London Night Studios and many more. For more info: check out our website at www.pittsburghcomicon.com; or at Pittsburgh Comicon, 1002 Graham Ave., Windber, PA 15963; e-mail us at pcomicon@nb.net; or call (814) 467-4116.

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VIRGINIA**MAY 2, TYSONS CORNER (WASHINGTON D.C. AREA)**

CAPITAL ASSOCIATES MONTHLY COMIC TOY, MAGIC AND NON-SPORT CARD SHOW. Tysons Corner Westpark Hotel, 8401 Westpark Dr., McLean, VA. Directions: Take exit 10 (Route 7 west) off I-495, 1/2 mile west on Route 7; hotel is on right. For further directions, call (703) 734-2800. 90 vendor tables: 1st table @ \$65, 2nd table @ \$60, 3rd+ @ \$55. \$2 admission, children under 5 FREE. FREE parking. 10 a.m.-4 p.m. Buy, sell, trade: *MAGIC* and other gaming cards, gold, silver & new comics, independents, anime, figures, toys, BEANIE BABIES, posters, T-shirts, original artwork, non-sports cards, etc. Guests: Call Jeffery Rocen @ (703) 912-1993, check out <http://members.aol.com/comicshow> or e-mail comicshow@aol.com.

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GEN CON GAME FAIR '99, Midwest Express Center. \$50 pre-registration weekend badge, \$55 on-site. Guests: celebrities, artists, authors, game designers and more. Events: national championships, demo games, miniatures, RPGA, roleplaying, *Magic: The Gathering*, TCG tournaments, board games, costume contest, anime room, art show, auction, celebrity signings, seminars, exhibit hall and more. To request a free preregistration book, contact Andon Unlimited @ 1 (800) 529-EXPO or e-mail us at Andon@AOL.com. Preregister online at www.andonunlimited.com.

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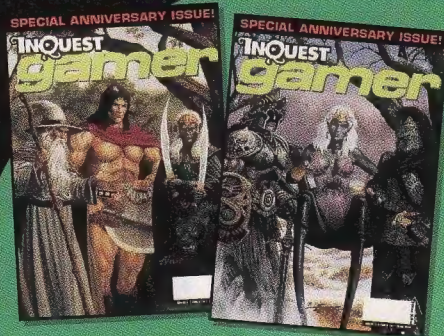


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GAMER #50**

**DUAL EDITIONS
ON SALE IN MAY**

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SwanSONG



by BRIAN SWAN KENOBI AHERN

PREQUEL FEVER!

GREETINGS! OBI WAN KENOBI, HERE!
FAMOUS MOVIES WE THOUGHT WE KNEW FROM BEGINNING TO END ALL SEEM TO HAVE NEW BEGINNINGS POPPING UP! LET'S TAKE A LOOK AT SOME FAMILIAR FAVORITES AND THE PREQUELS THEY'VE INSPIRED!

VACATION GOERS THRILLED TO THE DINOSAURS OF JURASSIC PARK, AND NOW MUST RETURN TO TOUR THE ASTOUNDING--

YES! THERE WAS A TIME WHEN UNCELLULAR ORGANISMS RULED THE EARTH!

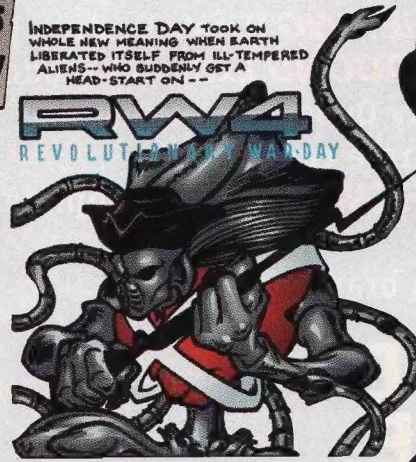


OH, NOW! A PARAMECIUM!!

BACK IN THE '80S, ALIEN VISITORS WE REFERRED TO AS "V" INVADDED EARTH, BUT EVIDENTLY NOT BEFORE THE INITIAL SCOUT MISSION--



INDEPENDENCE DAY TOOK ON WHOLE NEW MEANING WHEN EARTH LIBERATED ITSELF FROM ILL-TEMPERED ALIENS-- WHO SUDDENLY GET A HEAD-START ON--



DARING PILOT STEVE AUSTIN BECAME THE BIONIC SIX MILLION DOLLAR MAN, BUT HE HAD TO GO BACK AND RESTART AS--

THE SIX HUNDRED DOLLAR MAN



MAYBE IF WE CRASH ONE OF HIS PLANES WE COULD JUSTIFY THE COST OF THE UPGRADES.

THE GRIM FUTURE OF PLANET OF THE APES TURNED EVOLUTION ON ITS EAR, BUT BEFORE EVOLVING APE INHABITANTS, EARTH HAD TO BACK UP AGAIN FOR--

PLANET OF THE FISH



GET YOUR FINS OFF ME, YOU STINKING FISH!

IF WE GO BACK FAR ENOUGH, WE LEARN THAT AEONS BEFORE THERE WAS AN OUTPOST IN SPACE CALLED BABYLON 5, WE HAD PLAIN OLD--

BABYLON



YES, PREQUEL FEVER IS EVERYWHERE!
SINCE YOU NEVER KNOW WHAT FINISHED TALE MAY WIND UP WITH A PREVIOUS ONE SLAPPED ONTO IT, I BID THAT THE FORCE BE WITH YOU!
YOU'RE GONNA NEED IT...

by BRIAN